

Active Schools+ Gymnastics Progression of skills in collaboration with Leeds Gymnastics Centre. Children should work at their own pace through the framework, mastering control of movements on the floor before moving on to low apparatus and then large apparatus. Teachers should teach within their own confidence and capability, year group reference for guidance only.



|                                     | Rec   | Year 1  | Year 2  | Year 3   | Year 4  | Year 5   | Year 6   |
|-------------------------------------|---|---|---|--|---|--|--|
| Key<br>Shapes/actions<br>/exercises | Contrasting body<br>shapes tall/short,<br>wide/thin,<br>straight/curved,<br>landing shape<br>(jumps)                                    | Stretch, tuck, star, pike, straddle   | Dish, arch, front<br>support, back<br>support, side<br>support  | Linking gymnastics shapes together to create dynamic gymnastics exercises  i.e. Dish into tuck = crunches  | Counter balances  | Rotation in flight   | Fluidity of movements in sequence that show consistency and control.   |
| Travelling                          | Negotiate space effectively - under, round and over apparatus and obstacles.  Travel safely in a variety of ways, directions and speeds | Show control while travelling in a range of directions along bench, spots, mat etc. Explore animal walks on floor i.e. bunny hops, spider walks, crab walks, kangaroo jumps | Explore rolling – teddy bear roll, rock back & stand variations for forward & backward roll (inc. straddle & pike shapes) | Travel while using various hand apparatus, (ribbon/hoop/rope/ball)  Develop rolling: begin with wide legs forward roll to sit in tuck shape (using slope/springboard covered by a mat if possible) | Develop rolling: Tucked forwards roll – beginning in straight shape and ending in straight, straddle or pike shape                            | Begin exploring cartwheels:  Begin with side-to-side bunny hops  Side-to-side bunny hops over a bench or table  Separate legs to create a low cartwheel effect | Experiment with linking movements together to create sequences i.e.  Forward roll into jump or bunny hop  Animal walks into actions, rolls or cartwheels |
| Balancing & handstand               | Make body tense, relaxed, curled and stretched.  Experiment with balancing on different body parts                                      | Make body tense, relaxed, curled and stretched, showing tension.  | Explore paired balances – mirroring partner  Take weight on hands front, back and side support                            | Explore balances that have one point of contact.  Explore front support & piked handstand shapes on floor to develop handstand   | Explore counter balances with a partner and in a small group Piked handstand on a bench or raised surface to replicate vertical body position | Adapt balances to<br>suit different types<br>of apparatus<br>Explore step into<br>handstand on floor   | Perform controlled support balances within a longer sequence of fluid movements.   |
| Jumping,<br>landing &<br>vaulting   | Straight jump and landing shape from a standing position  | Tuck & Star jump<br>from a standing<br>position<br>Travelling bunny<br>hops   | Explore run-up,<br>jump & land using<br>proper technique  | Solidify run-up, jump & land in straight, tuck, star positions – using springboard or similar  | Squat-on vault: run-<br>up & bunny hop onto<br>a raised surface,<br>jump off to land<br>safely  | Straddle-on vault<br>run-up & bunny<br>hop (legs spread<br>wide) onto a raised<br>surface, jump off to<br>land safely  | Squat/straddle on OR<br>squat-through a raised<br>surface to land safely   |



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|            |  |   | on a springboard  |  | Half turn jump to   | Full turn jump to   | Link together a vault   |
|            |  |   | (or similar)  |  | land from a standing  | land from a   | and jump dismount to  |
|            |  |   |   |  | position  | standing position   | safe landing shape  |
| Sequencing | Begin to link different actions and movements together                       | Link a simple balance, jump and travel action. Begin to work independently or with a partner to make a sequence of shapes/travels | Plan, practice and perform combinations of gymnastic actions, body shapes and balances incorporating changes of direction and speed | Compose and practice actions and relate to a piece of music Choose actions that flow well into one another   | Use compositional ideas in sequence such as changes in height, speed and direction.   | Combine, practice, and refine gymnastic sequences with increased control and fluency. Combine own work with that of others, identifying strengths & weaknesses. | Design own apparatus formats. Perform increasingly complex sequences. Use canon and synchronisation, mirroring and contrasting when performing. Musical interpretation. |
| Evaluating | Describe how you travelled around the space. Say how you feel after exercise | Describe what you are good at. Say why exercise is good for you.  | Say how the body feels before, during and after exercise. Give positive criticism/advice to self & others.                          | Describe how the body changes during/after exercise and why. Identify elements of the performance that went well & identify something that could be improved explaining why. | Describe the purpose of a warm up and cool down. Use set criteria to make simple judgements about performances and suggest improvements | Describe how exercise effects your mood and why. Did the performer take on board areas of improvement to refine their performance?                              | Explain the importance of strength based exercise for children. Evaluate a performance using key vocabulary and give suggestions on how to improve.                     |



