beyond the physical

Learning Theme Progression & connections at a glance

Learning Theme
Progression & connections
Guidance

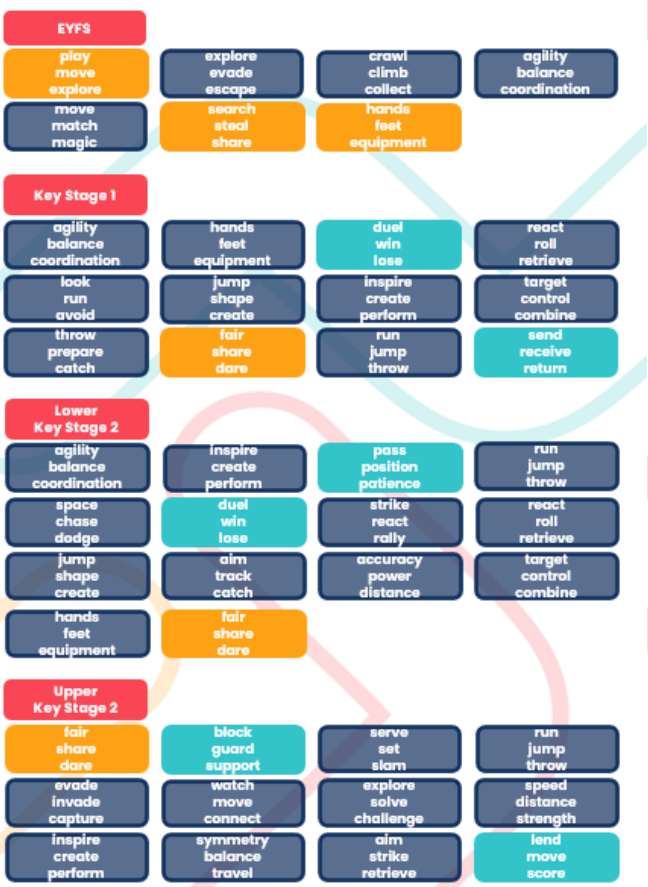
This document was created so you can see *at a glance* the progression between the different learning themes within each key stage.

The orange units follow a golden thread of learning from their foundations in EYFS to Upper Key Stage 2.

look
run
avoid

The light blue units are examples of connected units, where the learning from the golden thread will be further developed and embedded within a different learning theme.

duel
win
lose



Example image of progression of learning and connections to other learning themes from EYFS to Upper Key Stage 2.

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Learning Theme Progression & connections *at a glance*

EYFS

play move explore	explore evade escape	crawl climb collect	agility balance coordination
move match magic	search steal share	hands feet equipment	

Key Stage 1

agility balance coordination	hands feet equipment	duel win lose	react roll retrieve
look run avoid	jump shape create	inspire create perform	target control combine
throw prepare catch	fair share dare	run jump throw	send receive return

Lower Key Stage 2

agility balance coordination	inspire create perform	pass position patience	run jump throw
space chase dodge	duel win lose	strike react rally	react roll retrieve
jump shape create	aim track catch	accuracy power distance	target control combine
hands feet equipment	fair share dare		

Upper Key Stage 2

fair share dare	block guard support	serve set slam	run jump throw
evade invade capture	watch move connect	explore solve challenge	speed distance strength
inspire create perform	symmetry balance travel	aim strike retrieve	lend move score

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EYFS

- play, move, explore
- explore, evade, escape
- crawl, climb, collect
- agility, balance, coordination
- move, match, magic
- search, steal, share
- hands, feet, equipment

Key Stage 1

- agility, balance, coordination
- hands, feet, equipment
- duel, win, lose
- react, roll, retrieve
- look, run, avoid
- jump, shape, create
- inspire, create, perform
- target, control, combine
- throw, prepare, catch
- fair, share, dare
- run, jump, throw
- send, receive, return

Lower Key Stage 2

- agility, balance, coordination
- inspire, create, perform
- pass, position, patience
- run, jump, throw
- space, chase, dodge
- duel, win, lose
- strike, react, rally
- react, roll, retrieve
- jump, shape, create
- aim, track, catch
- accuracy, power, distance
- target, control, combine
- hands, feet, equipment
- fair, share, dare

Upper Key Stage 2

- fair, share, dare
- block, guard, support
- serve, set, slam
- run, jump, throw
- evade, invade, capture
- watch, move, connect
- explore, solve, challenge
- speed, distance, strength
- inspire, create, perform
- symmetry, balance, travel
- aim, strike, retrieve
- lend, move, score

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- move, match, magic
- search, steal, share
- hands, feet, equipment

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- hands, feet, equipment
- duel, win, lose
- react, roll, retrieve
- look, run, avoid
- jump, shape, create
- inspire, create, perform
- target, control, combine
- throw, prepare, catch
- fair, share, dare
- run, jump, throw
- send, receive, return

Lower Key Stage 2

- agility, balance, coordination
- inspire, create, perform
- pass, position, patience
- run, jump, throw
- space, chase, dodge
- duel, win, lose
- strike, react, rally
- react, roll, retrieve
- jump, shape, create
- aim, track, catch
- accuracy, power, distance
- target, control, combine
- hands, feet, equipment
- fair, share, dare

Upper Key Stage 2

- fair, share, dare
- block, guard, support
- serve, set, slam
- run, jump, throw
- evade, invade, capture
- watch, move, connect
- explore, solve, challenge
- speed, distance, strength
- inspire, create, perform
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dribble control compete	fair share dare		

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