

About this Document

These vocabulary pyramids illustrate language progression throughout Get Set 4 PE. While we regularly revisit language in our content to reinforce understanding, the pyramids highlight where key vocabulary is first introduced and where children are encouraged to use it within the given context.





discus explosive fling grip

maximum meet pattern phase

release rhythm stance strategy





approach changeover consistent

dominant drive field

force javelin momentum

shot put track



heave launch measure

official officiate pace record

stride

transfer of weight



accuracy

baton event personal best power

relay speed

stamina

strength

sprint

technique



aim

distance

far

height

landing

take off



control

leap

quickly

underarm

further

overarm

time

stop

walk



balance bend

fast direction

hop jog jump land

run safe rules safely slow space

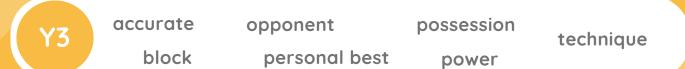
target throw



Ball Skills



cushion momentum react decision pressure



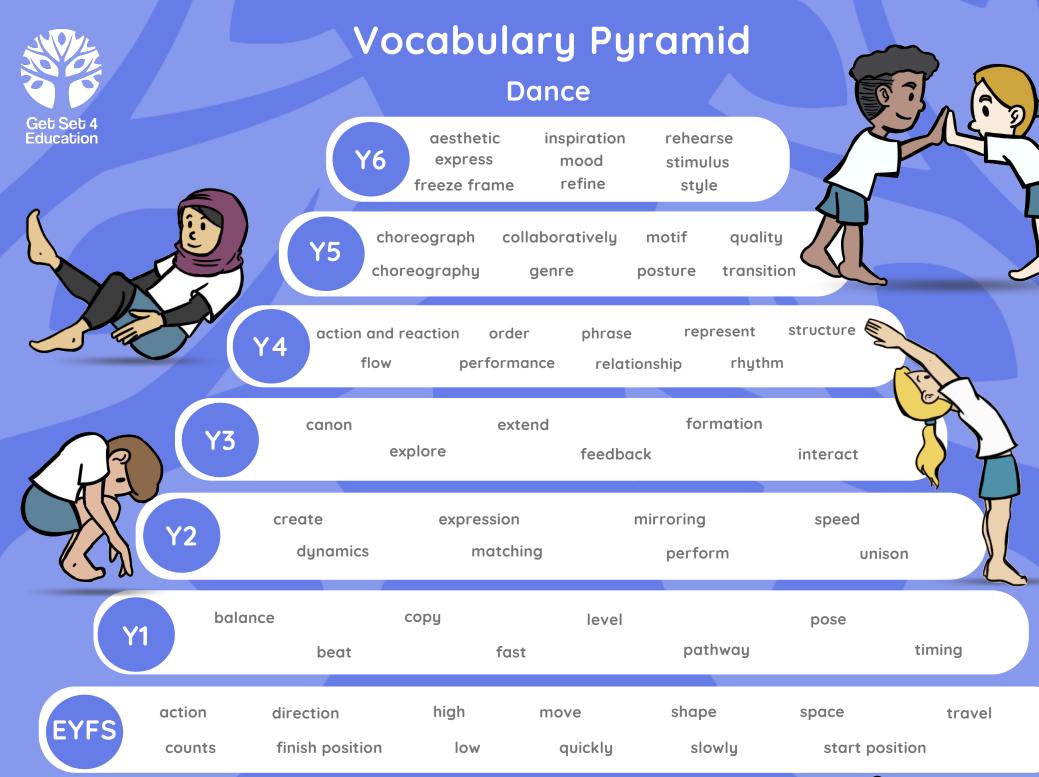


collect release touch receive prepare





hit ball catch ready target partner run dribbling bounce kick points roll throw score



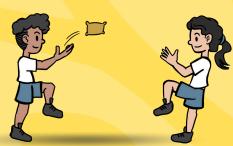


Fitness



y6 abdonimals calves quadriceps analyse engage rhythm

Y5 consistent measure persevere stable drive motivate power



Y4 accelerate dynamic record decelerate react static



agility control stamina technique co-ordination progress strength

Y2 speed sprint steady time tired



bones breathing exercise heart mood quick active brain calm healthy memory muscles strong



balance bend copy

f

fast jump hold land hop run safely slow space squeeze still stop travel

• Gymnastics



Fundamentals





accelerate momentum stability decelerate react

control agility technique rhythm co-ordination



hurdle speed sprint take off weight



dodge jog

ready position

skip

swing



balance bend crawl direction fast hop jump land rules

run safely slide slow space

travel stop



Gymnastics



aesthetics competent contrasting counter balance counter tension engage execution fliaht formation

handstand progression refine structure vault



asymmetrical canon Y5 cartwheel decide

extension identify mirroring

observe performance quality stable

symmetrical synchronisation transition



bridge fludily

inverted

momentum

perform

rotation

shoulder stand

stability

wrist grip



body tension contrast

extend flow

patch landing position match point

take off



link

pathway

pike

sequence

straddle

tuck



action

control

direction

level

speed



around balance bend copy hold jump land over rock roll shape squeeze

star

still straight

through travel



Invasion Games



abide consecutive dictate appropriate consistently transition draw assess turnover contest extend ball side definite react



close down create dominant

drive maintain rebound

situation stance sporting behaviour sportsmanship





accelerate cushion decision

delay deny gain

limit momentum obstruct

offside onside option

pressure protect support

tackle timing



opposition referee accurate court tournament intercept communicate pitch teamwork umpire invasion control receiver technique

attack defend opponent possession

send

teammate

shoot



attacker

dodge

mark

tactic

track



aim bounce catch

direction

dribble jump

kick land lose

defender

goalkeeper

partner pass

path

receive

points rules run

goal

safely score

space

stop team throw

win



Net and Wall Games



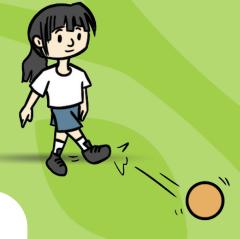
abide footwork appropriate Y6 limit direct opposing doubles

placement service prepare stance recover thrust

adjust baseline **Y5** communicate consecutive

create groundstroke cushion non-dominant dominant option pressure grip

readjust situation sportsmanship release technique serve



alternate compete continuous extend reflect **Y4** co-operative swing deny contact receiver



backhand forehand opposition react control court competition co-operation face opponent rally tactic

Y2

Y3

defend against quickly

receive trap return

Sending and Receiving



Y1

racket net

ready position

track

underarm

Sending and Receiving

aim catch direction hit

partner points lose rules

run safely score space stop target

throw win

- Ball Skills
- Fundamentals



OAA



adhere

approach

contribute

determine

evaluate

inclusive

location



Y5

cardinal points compromise concise

critical thinking landmark negotiate strategy verbal visual



effectively

leader

orientate

role

reflect navigate key



collaborate compass

course

discuss

honest

interrupt

route

tactics

trust

symbol teamwork

communicate include

map solve

lead

rules

successful support

Team Building

challenge

instructions

listen

score

plan

share

space

talk

Team Building

backwards direction forwards partner

co-operate

path

safely

sideways

stop

team

• Introduction to PE

Games



Parkour



Y6 absorb
aesthetics
appropriate

competent dismount

execution

extension refine flight structure



Y5

collaboratively consecutive drive

elevate horizontal identify

fluidly

observe

performance

power

vertical

Y4

adapt decide

control

flair

flow momentum

precision

quadrupedal

rotation stability transitions

Y3

balance

landing position

obstacle

pattern

securely

take off









Striking and Fielding Games



Y6 abide appropriate assess

collaborate consecutive consistently



backing up close catch

deep catch
long barrier

situation stance



Y4

compete cushion

decision limit momentum pressure

retrieve

Y3

accuracy caught out

grip no ball run out

short barrier

strike

technique

tournament

umpire

wicket



backstop collect runs

stump

tactics

teammate

Sending and Receiving



batter batting bowl bowler fielder fielding

out overarm

ready position track

stop

underarm

Sending and Receiving



aim catch direction jump land lose

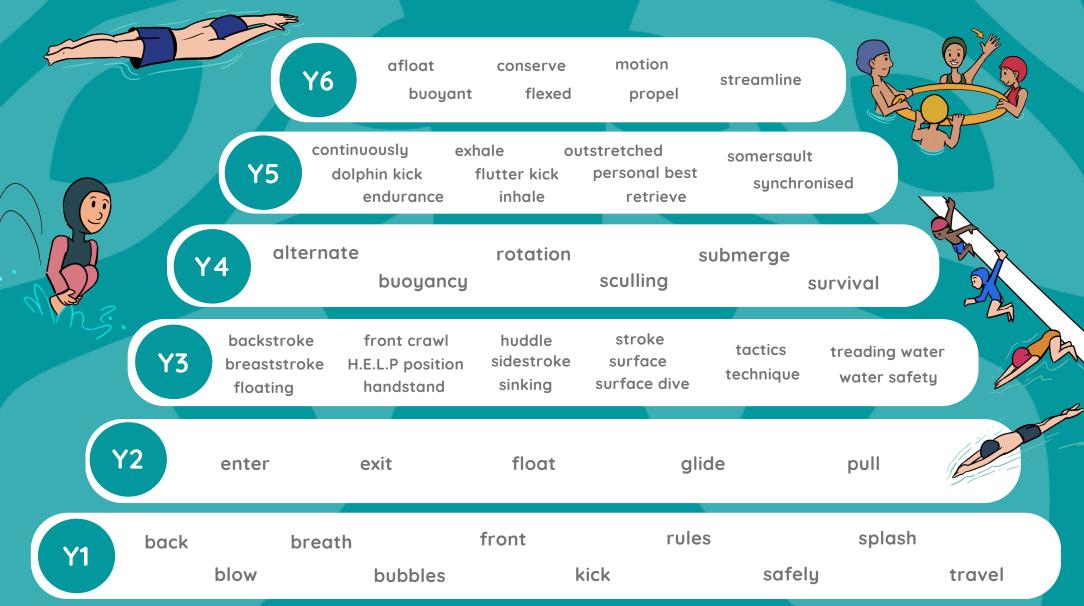
partner pass points rules run safely score space

team throw win

- Ball SkillsFundamentals
- Games



Swimming





Target Games



abide appropriate collaborate **Y6** trajectory anticipate assess

fake officiate align situation angle force stance par



adjust relaxed cushion decision avoid support



agility chip drive hit out tactic power tournament caught out communicate grip technique opposition putt

accurate ahead

opponent

strike

release teammate Sending and Receiving



further balance swing

distance underarm overarm

Sending and Receiving



aim ball bounce

catch caught

dribble

hit jog jump

partner points

lose

ready roll rules score

run safely

space stop

target

throw win

team

- Ball Skills
- Fundamentals
- Games

