PE Curriculum Key Vocabulary

EYFS	Year 1	Year 2	Year 3	Year 4
Walking 1	Running 1	Dodging 1	Netball	Netball
Defender, change of direction, space, speed, walking marching tag	tagging or tag, acceleration, speed, space, attacker, defender	attacker, defender, space, tagging or tag, dodge	chest pass, footwork, attacker, defender, possession	chest pass, footwork, attacker, defender, possession
Hands 1	Hands 1	Hands 1	Handball	Handball
Defender, space, control, walking, bouncing, rolling, pushing	possession, space, control, attacker, dribbling, accuracy, power	attacker, defender, opponent, team, dribbling, chest pass	attacker, defender, space, possession, shoulder pass	attacker, defender, transition, marking, free pass/throw, intercepting, shooting
High, low, over & under	Feet 1	Feet 1	Basketball	Basketball
Shapes, high, low, over, under, apparatus, transition	Attacker, defender, space, dribbling, passing, control	Attacker, defender, possession, space, dribbling, passing	attacker, defender, dribbling, possession, triple threat, chest pass	possession, marking, space, bounce pass, pivot
Dinosaurs	Hands 2	Hands 2	Tag Rugby	Tag Rugby
Beat, moving, control, rhythm, timing, sequence, expression	batter,fielder, opponent, aiming, accuracy, throwing, catching, rolling	throwing, catching, space, fielder, batting, defender	attacker, defender, possession, dodge, ball carrier tagging or tag,try	Space, attacker, defender, forward pass, offside
Feet 1	Games for understanding	Games for understanding	Orienteering	Orienteering
Attacker, defender, space, opponent, dribbling, control	attacker, defender, space, rules, tactics, teams	attacker, defender, space, rules, transition, teams	Navigate, Teamwork, Strategy, Tactics, Communication, Orienteering, Symbol	Navigate, Teamwork, Strategy, Tactics, Route, Out of Bounds
Games for understanding	Health and Wellbeing	Health and Wellbeing	Athletics	Athletics
Attacker, defender, space, rules, tagging or tag, sharing	agility, balance, Coordination, attacker, defender, Hand-eye coordination, throwing, aiming,	Coordination, agility, balance, attacker, defender, dribbling, warm up	tactics, speed, distance, pace, power, stride pattern	speed, acceleration,distance, accuracy, relay, change over, stride pattern