

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 stamina stride

transfer of weight



accuracy

baton event personal best power

relay speed

strength

technique



aim

distance

jog

far

height

landing

take off



control

leap

quickly

underarm

sprint

further

overarm

time

walk



balance bend

fast hop direction

jump land

run safe rules

safely

slow space

stop

target throw



Ball Skills



cushion momentum react decision pressure

accurate opponent possession technique block personal best power

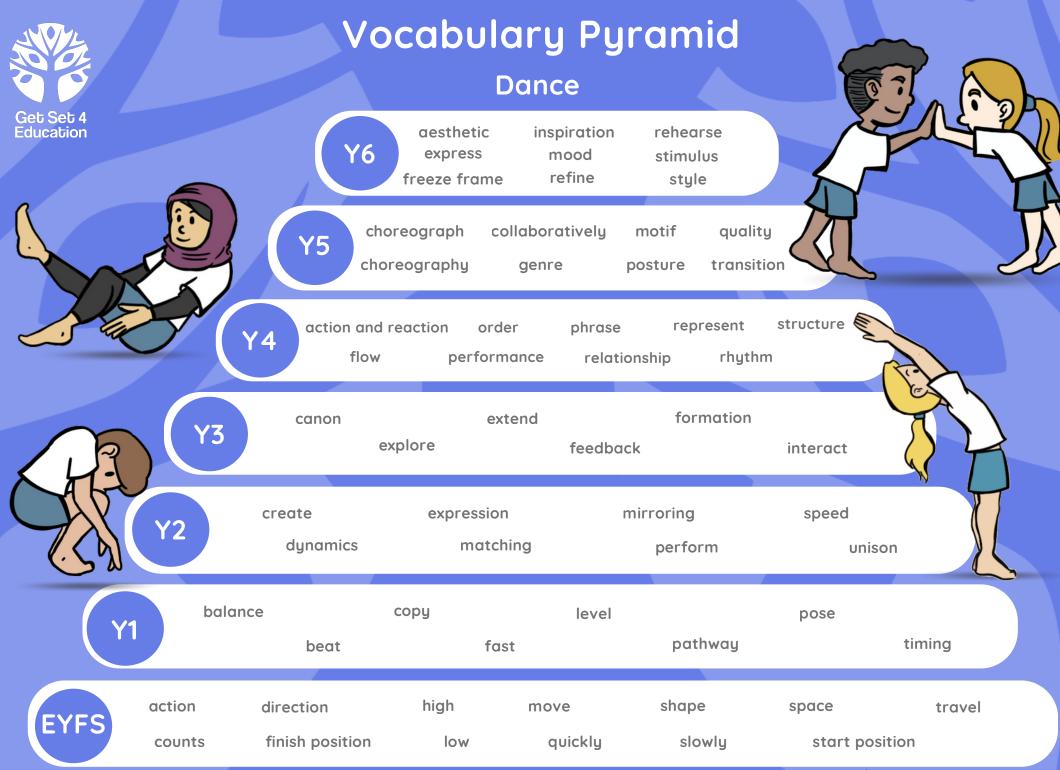


collect release touch receive prepare





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







abdonimals calves quadriceps analyse rhythm engage

consistent measure persevere stable drive motivate power



accelerate dynamic record decelerate react static



agility control stamina technique co-ordination progress strength

speed sprint steady time tired



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

balance bend copy

fast hold land hop

jump run safely slow space squeeze still stop travel



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 stop

travel



Gymnastics



aesthetics competent contrasting counter balance counter tension engage execution flight formation

handstand progression refine structure vault



Y5 asymmetrical canon cartwheel decide

extension identify mirroring

observe performance quality stable

symmetrical synchronisation transition



Y4

bridge fludily inverted

momentum

perform

rotation

shoulder stand

stability

wrist grip



body tension contrast

extend

landing position patch match point

take off



Y2

link

pathway

pike

sequence

straddle

tuck



action

control

direction

level

speed



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

ze

star still straight

through travel



Invasion Games



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

angle close down drive situation stance ball carrier create maintain sporting behaviour barrier dominant rebound sportsmanship



Y4

accelerate cushion decision delay deny gain limit momentum obstruct offside onside option

pressure protect support

tackle timing



accurate communicate control

court intercept invasion

opposition
pitch
receiver

referee teamwork er technique

tournament umpire

Y2

attack of defend goalkeeper

opponent possession

send shoot

goal

teammate

ending and Receiving

attacker

do

dodge

receive

track

Sending and Receiving

EYFS

aim bounce catch direction dribble

jump

kick land lose

defender

partner pass

path

ner points rules

run

safely score

space

mark

tactic

stop team throw win

- Fundament
- Games



Net and Wall Games



y6 abide footwork placement service appropriate direct doubles opposing recover thrust

y5

adjust create groundstroke baseline cushion non-dominant option consecutive grip pressure

readjust situation release sportsmanship serve technique





y3 backhand control court forehand opposition react competition co-operation face opponent rally tactic

defend receive trap against quickly return

Sending and Receiving



Y1

net racket

ready position

track

underarm

Sending and Receiving

EYFS

aim catch

Y2

direction hit lose partner points rules

run safely score space stop target

throw win

- Ball Skills
- Fundamentals
- Games



OAA



adhere

contribute

evaluate

location

determine approach

inclusive



cardinal points compromise concise

critical thinking landmark negotiate strategy verbal visual



effectively

leader

orientate

role

navigate key

reflect



collaborate compass

course

discuss

honest

interrupt

route

tactics

trust

symbol teamwork

communicate include

map solve

lead

successful support

Team Building

challenge

instructions

listen

plan

share

talk

space

Team Building

backwards direction forwards partner

co-operate

path rules

safely

score

sideways

stop

team

• Introduction to PE

Games

Parkour



decide

absorb aesthetics appropriate

competent dismount execution

extension refine

flight structure









elevate horizontal identify

observe

power

performance vertical

flair flow

fluidly

momentum

precision

quadrupedal

rotation stability

transitions



landing position

pattern

take off

control

obstacle

securely

vault

sequence



ahead

choose

create

speed

strength

weight

change

communicate

pathway

steady

support



balance

control

co-operation

direction

focus

land movement

link

share

copy

challenge

jog

roll

shape

level

stop

• Gymnastics

• Fundamentals

jump

move

safely

still

travel





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

underarm





aim catch direction jump land lose partner
pass
points

rules run safely

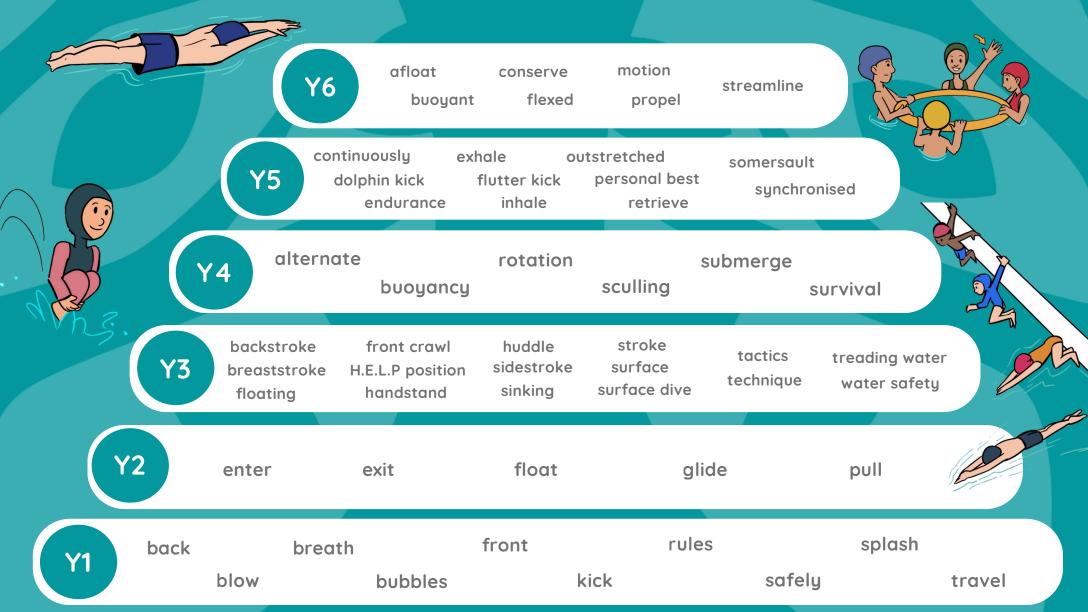
score space stop

team throw win

- Ball Skills
- Fundamentals
- 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



balance further swing

distance underarm overarm

Sending and Receiving



aim ball bounce catch

caught dribble

hit jog jump

lose partner points

ready roll rules

run safely score

space stop

target

team throw win

• Ball Skills

• Fundamentals

• Games

