PE - Outdoor Adventurous Activities (OAA) Skill Progression (End Point)

Year group	Head	Heart	
Year 3 Skills	 Head follow a map in a familiar context move from one location to another following a map use clues to follow a route listens to instruction from a partner and an adult gives clear and concise instructions 	Heart positive attitude towards solving problems discuss thoughts with others 	Hands • follow a route safely
Year 4 Skills	 Head follow a map in a familiar context move from one location to another following a map use clues to follow a route follow a route accurately, safely and within a time limit 	 Heart shows resilience in solving problems demonstrates how to be a good role model show resilience in solving problems take the lead when working with a partner or group. 	 Hands run over a long distar
Year 5 Skills	 Head follow a map in a more demanding familiar context move from one location to another following a map use clues to follow a route follow a route accurately, safely and within a time limit 	Heart persevere to overcome difficult challenges listen to others' ideas and follow their instructions lead others in a simple activity 	• run to complete an orie
Year 6 Skills	 Head follow a map in an unknown location use clues and compass directions to navigate a route change route if there is a problem plan a route and series of clues for someone else change plan on receipt of new information 	 Heart plan with others taking account of safety and danger. persevere with stamina to overcome difficult challenges 	Hands run to complete an orier

Hands
/
ance
ienteering course in competition with others
ienteering course in competition with others