

Team Building and Adventurous Outdoor Activities (OAA)- Progression Journey

EYFS statutory framework for group and school-based providers		These unit link to the following strands of the NC:					
EYFS: Into To PE		KS1: participate in team games, developing simple tactics.		KS2: take part in outdoor and adventurous activity challenges both individually and within a team.			
FS1	FS2	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Follow simple instructions.		Follow instructions.	Follow instructions accurately.	Follow instructions from a peer and give simple instructions	Accurately follow instructions given by a peer and give clear and usable instructions to a peer.	Use clear communication when working in a group and taking on different roles.	Communicate with others clearly and effectively when under pressure.
To follow, copy and lead a partner.	To work co-operatively with a partner.						
Share their ideas with others.		Begin to work with a partner and a small group.	Work co-operatively with a partner and a small group, taking turns and listening to each other.	Work collaboratively with a partner and a small group, listening to and accepting others' ideas	Confidently communicate ideas and listen to others before deciding on the best approach.	Begin to lead others, providing clear instructions	Confident to lead others and show consideration of including all within a group.
To work with others co-operatively and play as a group.	To follow a path and take turns.						
Explore activities making own decisions in response to a task.		Understand the rules of the game and suggest ideas to solve simple tasks.	Try different ideas to solve a task.	Plan and attempt to apply strategies to solve problems.	Plan and apply strategies to solve problems.	Plan and apply strategies with others to more complex challenges.	Use critical thinking skills to form ideas and strategies selecting and applying the best method to solve a problem.
To use equipment safely and responsibly.	To stop safely and develop control when using equipment.						
Make decisions about where to move in space. Follow a path.		Copy a simple diagram/map.	Follow and create a simple diagram/map.	Orientate and follow a diagram/map.	Identify key symbols on a map and use a key to help navigate around a grid.	Orientate a map confidently using it to navigate around a course.	Confidently and efficiently orientate a map, identifying key features to navigate around a course.
To use different travelling actions whilst following a path.	To follow instructions and play safely as a group.						
Begin to identify personal success		Identify own and others' success.	Understand when a challenge is solved successfully and begin to suggest simple ways to improve.	Reflect on when and why challenges are solved successfully and use others' success to help them to improve.	Watch, describe and evaluate the effectiveness of their team strategy, giving ideas for improvements.	Explain why a particular strategy worked and alter methods to improve.	Accurately reflect on when challenges are solved successfully and suggest well thought out improvements.