

Y2 SUBJECT P.E.

Half-Term	Aut1 Gymnastics Dance	Aut2 Gymnastics Dance	Spr1 Heath & Wellbeing – Agility and coordination Ball Skills – Hands	Spr2 Rackets, bats and balls Locomotion - Dodging	Summ1 Invasion – Games for understanding Ball skills – Feet	Summ2 Team building Locomotion – running, jumping and throwing
Statement of Intent	To perform a sequence of moves including teddy bear roll, forward roll to sit, balances. To link three contrasting moves together, show extension in balances. Choose actions and link to music.	To use low, medium and high levels, travel in different pathways, show different body shapes in dance and Gymnastics.	To develop agility and coordination. To show the correct feet and body position for throwing. To throw a ball accurately with the correct technique. To catch a moving ball, to hit a ball, to feed a ball to a partner.	To strike a ball with a racket/bat accurately. To strike a ball with a racket/bat to beat an opponent. To dodge effectively.	To explore attacking and defending skills in games. To develop ball dribbling using our feet and keeping control of the ball. To develop passing and receiving skills using our feet.	To develop the skills required to make an effective team. To participate in running, jumping and throwing activities.
Key Curriculum Coverage	. Explore a range of gymnastics rolls, balances and sequences. . Perform dances using simple movement patterns. . Link different movements together.	. Teach different shaped jumps with correct landings and different shaped balances (4, 3 and 2 body parts). . Developing balance, agility and co-ordination. . To explore different motifs and express this through movement.	. Able to catch a moving ball. . Able to 'feed' a ball to a partner – underarm and overarm. . Able to hit a ball after it bounces.	. To hold a racket accurately and perform the ready position. . To hit a ball accurately and with purpose. . Learn how to dodge effectively. . Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities.	. To define attacking and defending and give examples of when they are used. . Participate in team games, developing simple tactics for attacking and defending. . Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities.	. Participate in team games, developing simple tactics for attacking and defending. . Master basic movements including running, jumping, throwing.

Key Vocabulary	Balance Routine Linking Sequence Forward roll	Levels – High, Medium, Low Point balances Jump Landing Motif	Agility Coordination Movement Throw Catch Underarm Overarm	Dodge/Dodging Racket Strike Ready Position	Attacking Defending Team games Tactics Dribbling Passing Receiving	Teamwork Inclusion Strategy Running Endurance Sprint Jumping Standing long jump Throwing
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