

Churchfields Infants' School: Year Two curriculum information Physical Education



Outlined below is a summary of the skills children will work on during each half term in Year Two, along with some activities children will complete, key vocabulary that will be taught and ideas of how parents can help to develop this learning at home.

Half Term	Skills	Activities	Key Vocabulary	How can you help at home?
Autumn 1	- master throwing and	- dribbling big balls	run	- play simple throwing and catching
	catching skills	using hands, in straight	jog	games at home
Are We	- travelling in a range	lines and around	hop	- have a game of 'Piggy in the Middle' to
	of ways, varying	obstacles	skip	rehearse these skills
Nearly	speed, direction and	- passing a big ball	jump	
There Yet?	level	accurately using	hopscotch	- rehearse skills such as skipping and riding
	- use travels to link	bounce, shoulder and	level	a bike if you can to further develop
	actions into a	chest passes	high	children's gross motor skills
	sequence, and to	- passing a ball to a	low	- go swimming together and develop
	create dances using	team member while	speed	children's skills and confidence in the
	simple movement	moving by throwing in	quickly	water
	patterns	front of them	slowly	- get as much exercise as you can
	- further develop basic	- simple attack and	direction	together
	skills and agility,	defence tactics	forwards	
	balance and	- scoring points	backwards	
	coordination	against a partner by		
	- develop simple	travelling past them	bounce	
	tactics for attacking	and hitting a target	dribble	
	and defending and	- Indiana Jones	pass	
	begin applying these	'Journey' dance	throw	
	to simple games	- travelling in different	underarm	
		ways and creating a	accuracy	

Autumn 2	agility, balance and coordination Revision: - developing basic movements - revisit dances, including Big Dances, that follow simple movement patterns - build movements	sequence with a range of movements Revision: - revisit Big Dances - rehearsing basic skills such as jumping safely, throwing and catching accurately with large balls - find opportunities to	space target travel pathway sequence movement pattern	- find times at home when you make a
Once Upon a Time	that can be completed using ball, tall and wall shapes and use them to develop agility, balance and coordination - link movements together to create sequences and movement patterns - respond appropriately to music, in time and following agreed movement patterns	travel and complete actions (rolls, jumps, balances etc.) on a range of equipment, starting on the floor and moving to working at height - creating sequences using a variety of shapes - perform traditional dances using simple movement patterns - learn how to hold a bow and shoot an arrow	tall shape wall shape height apparatus sequence link movement pattern bow arrow shoot target load power aim	ball, tall or wall shape - practise aiming at a target when throwing a ball or bean bag - rehearse using an archery set at home if you have one - ask your child to show you some of their dances for the Christmas concert - rehearse skills such as skipping and riding a bike if you can to further develop children's gross motor skills - go swimming together and develop children's skills and confidence in the water - get as much exercise as you can together
	 develop power and aim and apply this to archery activities develop simple tactics for attacking and defending Revision: 	- shoot with power and aim at a target - apply simple attack and defence tactics to a game of tag rugby	rugby tag attack defend movement dodge	

	- developing basic movements and agility, balance and coordination - revisit dances, including Big Dances, that follow simple movement patterns	- apply throwing and catching skills to throw and catch a rugby ball, an unfamiliar shape Revision: - revisit Big Dances - rehearsing and	tactic	
	- applying simple tactics in attack and defence to a new	applying attack and defence tactics - rolling		
	game			
Spring 1 It's Cold Outside	- develop skills in jumping, using a range of different actions while taking off, in the air and landing - develop skills in using a 'range of different actions to move onto, off or along apparatus (see next column for details)	- jumping in different ways, controlling take- off and landing and adding an action while in the air (e.g. a shape or a turn) - finding places to perform 'push back' action and/or a turn while getting on or off a piece of apparatus, or an action to be	jump spring take-off landing action shapes (straight, star, straddle, pike, tuck) push back turn twist push/pull sequence	- encourage your child to show you the skills they have developed in jumping (under supervision of course!) Can they use different twists and turns and create different shapes using their arms and legs? Don't forget the squashy knees! - practise aiming at a target when throwing a ball or bean bag - rehearse using a hockey stick to control a ball if you have one - ask your child to show you some of their dances they have been rehearsing
	- develop complexity of movement patterns and sequences to be performed in dances - develop skills in unihoc; controlling the ball and a stick at the same time! - developing and further applying	performed along or on the apparatus - develop movements to 'The Knights' Dance' – Romeo and Juliet inspired by forces (pushing and pulling) - holding a unihoc stick accurately	linked movement pattern stick grip control dribble (tap, tap, tap for dribbling!)	 rehearse skills such as skipping and riding a bike if you can to further develop children's gross motor skills go swimming together and develop children's skills and confidence in the water get as much exercise as you can together

	strategies in attack and defence to a new game Revision: - developing basic movements and agility, balance and coordination - apply learning about ball, tall and wall shapes	- keeping a ball under control while dribbling with a unihoc stick - passing - shooting through a goal - applying attack and defence tactics to unihoc matches - team work with a larger team of	pass (scrape for passing!) stop dodge pathways aim shoot team goalkeeper captain	
	- revisit dances, including Big Dances, that follow simple movement patterns - applying simple tactics in attack and defence to a new game	children (up to 5 a side) Revision: - use opportunities to perform an action on an appropriate piece of apparatus - revisit Big Dances - rehearsing and applying attack and defence tactics to a new kind of game	substitute spaces mark attack defend tactic foul pass push back side-line corner	
		with new rules - aiming at a target: apply skills to unihoc - how to be a good sportsperson	sportsperson gracious winner/loser	
Spring 2 What the Eyes Don't See	- continue to master and apply knowledge of basic movements and agility, balance and coordination	- rehearse passing and receiving a ball with a partner (unihoc)	mirror travel roll balance control	- practise aiming at a target when throwing a ball or bean bag - rehearse using hockey stick/set at home if you have one - ask your child to show you some of their dances!

- design and rehearse a range of simple movement patterns and link these together to perform their own dance - follow and apply a range of rules to compete in a team activity (unihoc) - thinking about positioning when performing as a member of a team - mirroring a partner when performing basic movements **Revision:**
- further developing basic movements and agility, balance and coordination - apply skills developed in jumping appropriately to movement patterns and sequences - revisit dances. including Big Dances, that follow simple movement patterns - continue to develop tactics to build skills as part of a hockey team

- practise finding spaces to run into in order to receive a ball - defending a goal
- continue to rehearse push passing and shooting at a goal - 3 v 3 and 5 v 5
- choreographing own dances in response to music

unihoc matches

- Indian Harvest
 Dance (several movement patterns at once!)
- mirroring a partner when making shapes and performing rolls and balances
- yoga to develop agility, balance and coordination

Revision:

- apply knowledge about appropriate movements to complete on given sets of apparatus
- revisit Big Dances
 rehearsing and
 applying further
 attack and defence
 tactics to unihoc

sequence

movement pattern

yoga namaste

stick
grip
control
dribble
(tap, tap, tap for
dribbling!)
pass
(scrape for passing!)
stop
dodge
pathways
aim

team
goalkeeper
captain
substitute
spaces
mark

shoot

attack defend tactic foul pass push back

- rehearse skills such as skipping and riding a bike if you can to further develop children's gross motor skills
- go swimming together and develop children's skills and confidence in the water
- get as much exercise as you can together

	- applying simple	- how to be a good	side-line	
	tactics in attack and	sportsperson	corner	
	defence to a new	- knowledge of	free pass	
	game	movement patterns	penalty	
	- working well as a	rehearsed with	poa,	
	member of a team	suggestions from the	sportsperson	
		teacher	gracious winner/loser	
Summer 1	- continue to master	- bowling underarm to	cricket	- rehearse cricket skills at home where you
	and apply knowledge	a target	bowler	can, especially if you have a cricket bat
Frama Out of	of basic movements	- catching a small ball	batter	they can practise with
From Out of	and agility, balance	- holding and using a	fielder	- practise accuracy of underarm and
the Ashes	and coordination	cricket bat effectively	bowl	overarm throwing
	- design and rehearse	- developing fielding	underarm	- have a look at Cosmic Kids Yoga on
	a range of simple	skills by playing 'Hide	overarm	YouTube and choose a video to help you
	movement patterns	the Beanbag'	wicket	relax at home. Maybe you can all join in?
	and link these	- applying skills to a	stumps	- listen to The Firebird Suite (the finale) and
	together to perform	small game of cricket	over (6 balls)	ask your child to show you some of the
	their own dance	(being bowler, batter	run	movements they have choreographed
	- follow and apply a	and fielder)	score	https://www.youtube.com/watch?v=erOE
	range of rules to	- rehearsing the	points	<u>atu5aH8</u>
	compete in a team	difference between	'out'	
	activity (cricket)	underarm throws for		- rehearse skills such as skipping and riding
	- thinking about	bowling and overarm	mirror	a bike if you can to further develop
	positioning when	to cover distance as a	travel	children's gross motor skills
	performing as a	fielder	roll	- go swimming together and develop
	member of a team	- building accuracy in	balance	children's skills and confidence in the
	- mirroring a partner	both kinds of throws	control	water
	when performing	- yoga activities	sequence	- get as much exercise as you can
	basic movements	- mirroring a partner	height	together
	Revision:	when performing	level	
	- further developing	simple movements	direction	
	basic movements and	and movement		
	agility, balance and	patterns	sportsperson	
	coordination		gracious winner/loser	

	- apply skills developed in mirroring appropriately to movement patterns and sequences - revisit dances, including Big Dances, that follow simple movement patterns - working well as a member of a team	- mirroring a partner when working at different heights - continuing to move expressively to music, choosing and linking own movements together (Firebird Dance) Revision: - apply knowledge about appropriate movements to complete on given sets of apparatus - how to be a good sportsperson - knowledge of movement patterns rehearsed with suggestions from the teacher		
Summer 2	- continue to master basic movements	- continue mirroring a partner along a linear	obstacle sequence	- ask your child to show you some of their favourite dances for the Big Dance in July
Lost at Sea	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 - continue to participate in team	set of apparatus - using a partner as an obstacle - athletics activities e.g. relay races, long jump (standing start and running start), discus, javelin, shotput sprint races plus other activities in	movement pattern linear apparatus relay sprint long distance javelin shotput discus jump	- you could hold a mini Olympics in your garden or at the park with events of your choice! All participants can make themselves a medal for the end and maybe even have a lolly or ice cream as a reward for all their hard work?! - rehearse skills such as skipping and riding a bike if you can to further develop children's gross motor skills

games, developing simple tactics for attacking and	preparation for sports day (e.g. obstacle race)	long jump standing start run up	- go swimming together and develop children's skills and confidence in the water
defending	- Big Dances		- get as much exercise as you can
- continue to perform	Revision:	choreographed	together
dances using simple movement patterns	 overarm throwing for athletics throws 		
Revision:	(javelin and shotput)		
- apply and bring	- shooting in archery		
together all skills	(as part of Y2		
learned throughout the Key Stage	'Olympics' competition)		
me ney energe	- revisiting dances in		
	preparation for Big		
	Dance		