

YEAR 2 PHYSICAL EDUCATION CURRICULUM FRAMEWORK



Overview of Key Stage 1 Curriculum:

Pupils should develop fundamental movement skills, become increasingly competent and confident and access a broad range of opportunities to extend their agility, balance and coordination, individually and with others. They should be able to engage in competitive (both against self and against others) and co-operative physical activities, in a range of increasingly challenging situations.

AUTUMN TERM 1	AUTUMN TERM 2	SPRING TERM 3
STREET DETECTIVES	LCP PE: GYMNASTICS	LCP PE: GYMNASTICS
<p>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</p> <p>Visit a local park, playing field or leisure centre and investigate how people enjoy their leisure time and keep fit in their locality. Take part in physical exercise using the local facilities or go for a jog along a pre-planned route.</p>	<p>Develop balance, agility and co-ordination. Practise simple sequences that include still shapes, balances and different ways of travelling. Perform a forward roll carefully, under supervision.</p>	<p>Develop balance, agility and co-ordination. Repeat accurately sequences of gymnastic actions to include apparatus. Work with a partner to perform different combinations of movements showing control, accuracy and fluency.</p>
LCP PE: GAMES ACTIVITIES		LCP PE: DANCE
<p>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</p> <p>Move fluently, changing direction and speed easily and safely. Perform a range of throwing, striking and catching skills with control.</p>		<p>Perform dances using simple movement patterns. Learn and perform 'Life Cycles' dance. Explore ideas by experimenting with actions, levels and directions. Perform movement phrases using a range of body actions and body parts in a group.</p> <p>Produce sequences and dances based on animal movements, where they move both quick and slow on the floor and with apparatus.</p>
EXTRA ACTIVITIES	LCP PE: DANCE	
<p>Master basic movements including running, jumping, throwing and catching, as well as developing balance,</p>	<p>Perform dances using simple movement patterns. Learn and perform 'Weather and Seasons' dance.</p>	

<p>agility and co-ordination, and begin to apply these in a range of activities.</p> <p>Take part in a House Hoop Challenge working in teams to earn points for their House and a chance to win the Autumn Sports Trophy.</p>	<p>Work in a group to create dance phrases that express moods and feelings. Compose and link movements and show a clear beginning, middle and end.</p>	
<p>SPRING TERM 4</p>	<p>SUMMER TERM 5</p>	<p>SUMMER TERM 6</p>
<p>LCP PE: GAMES ACTIVITIES</p>	<p>LCP PE: DANCE</p>	<p>TOWERS, TUNNELS AND TURRETS</p>
<p>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</p> <p>Choose and use tactics to suit different situations. React in a way that helps their partners and makes it difficult for their opponent.</p>	<p>Perform dances using simple movement patterns. Learn and perform 'At the Seaside' dance. Choose movements to make up their own dance phrases that express an idea and rhythmic qualities. Practise and repeat movements and perform them in a controlled way.</p>	<p>Participate in team games, developing simple tactics for attacking and defending. PE 1a Play defend and attack games. Be a soldier attacking a castle, dodging 'arrows' (small balls or bean bags). Fire their 'arrows' through an arrow loop into a hoop or box. Play dodge games with an opposing partner and balance across a drawbridge. Explore balance using beams and benches. Move over, under and through spaces and obstacles outdoors.</p>
		<p style="text-align: center;">LCP PE: ATHLETICS</p> <p>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</p> <p>Throw with increasing accuracy and coordination. Use different techniques, speeds and effort to meet challenges set for running and jumping.</p>
<p>EXTRA ACTIVITIES</p>	<p>EXTRA ACTIVITIES</p>	<p>EXTRA ACTIVITIES</p>

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.

Take part in a House Uni-Hoc Challenge working in teams to earn points for their House and a chance to win the Spring Sports Trophy.

Perform dances using simple movement patterns.
Learn and perform dances for the May Day celebrations that are held on the Church Green with children from The Batt.

Swim competently, confidently and proficiently over a distance of at least 25 metres
Use a range of strokes effectively
Perform safe self-rescue in different water-based situations.

Please note: These objectives are assessed in KS2

Children are taught these skills through a half an hour swimming session each week in a small group based upon their ability.

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.

Take part in a House Sports Day working in teams to earn points for their House and a chance to win the Summer Sports Trophy.

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. Take part in a Year Two Ultra Olympics at Henry Box led by Sports Leaders.