## Year 2 PE overview 23/24

	Term 1A	Term 1B Term 2A	Term 2B	Term 3A	Term 3B
Year 2	Fitness  To learn how to run for a long time.  To develop jumping in a long rope using timing.  To develop coordination in individual skipping.  To develop stamina and change of direction.  To explore exercises to develop strength.  To develop agility, balance and coordination.	<ul> <li>Gymnastics</li> <li>To perform gymnastic shapes and link them together.</li> <li>To perform gymnastics shapes with control and link them together.</li> <li>To use shapes to create balances.</li> <li>To use shapes to create balances.</li> <li>To link travelling actions and balances using apparatus.</li> <li>To develop travelling actions and balances using apparatus.</li> <li>To demonstrate different shapes, take-off and landing when performing jumps.</li> <li>To develop different shapes, take offs and landings when performing jumps.</li> <li>To develop rolling and sequence building.</li> <li>To refine rolling and sequence building.</li> <li>To create a sequence using apparatus.</li> </ul>	<ul> <li>Ball skills (First 3 weeks)</li> <li>To develop rolling a ball to hit a target.</li> <li>To stop a rolling ball.</li> <li>To dribble a ball with your feet.</li> <li>Target games (Last 3 lessons) Link to Rugby -use rugby ball talk about passing backwards</li> <li>To develop hitting a moving target.</li> <li>To select and apply the appropriate skill to the target game.</li> <li>To show an improvement in my personal best.</li> </ul>	Net and Wall Games  To use the ready position to defend space on court.  To develop returning a ball with hands.  To play against a partner.  To develop racket skills and use them to return a ball.  To develop returning a ball using a racket.  To play against an opponent using a racket.	Invasion games  To understand what being in possession means and support a teammate to do this.  To understand that scoring goals is an attacking skill and to explore ways to do this.  To understand that stopping goals is a defending skill and explore ways to do this.  To explore how to gain possession.  To mark an opponent and understand that this is a defending skill.  To apply simple tactics for attacking and defending.
Vocab words	Speed, steady, time, tired, sprint.	Link, pathway, pike, sequence, straddle, tuck.	Collect, release, receive, prepare, touch,	Against, defend, quickly, receive, trap, return.	Goalkeeper, defend, possession, tactic, opponent, send,

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	To be able to choose  Dance- country dancing to improve rhythmic Exploring a range of particles.  To remember, repeat dance.  To develop an under an idea.  Use counts of 8 to to to explore pathware.  To copy, repeat and to copy, create and to copy, repeat and theme.  To create and perfical partner.	to explore movements related to tasks.  Is the appropriate actions and dynamics to represent the idea.  It development, working with and on a beat. Partnerships and working in small groups using formations.  Dance  at and link actions to tell the story of my erstanding of dynamics and how they can show thelp you stay in time with the music. Yes and levels.  It dereate actions in response to a stimulus. It deperform actions considering dynamics.  I ance phrase with a partner showing clear the form using unison, mirroring and matching with	Accurate, opponent, release, strike, teammate, ahead.  Yoga  To copy and repeat yoga poses. To develop an awareness of strength when completing yoga poses. To develop an awareness of flexibility when completing yoga poses. To copy and remember actions linking them into a flow. To create a flow, perform and teach it to a partner. To explore poses and create a yoga flow.	Striking and fielding Games  To track a rolling ball and collect it.  To develop underarm throwing and catching to field a ball.  To develop overarm throwing to limit a batter's score.  To develop hitting for distance to score more points.  To be able to get a batter out.  To understand the rules of the game and use these to play fairly.	receive, shoot, attack, teammate.  Athletics  To develop the sprinting action.  To develop jumping for distance.  To develop technique when jumping for height.  To develop throwing for distance.  To develop throwing for accuracy.  To select and apply knowledge and technique in an athletics carousel.
Vocab words	a partner.  To remember and	repeat actions and dance as a group.  matching, mirroring, perform, speed, unison,	Strength, flow, flexibility, create, choose, perform.	Runs, stump, tactics, backstop, collect, teammate.	Sprint, height, landing, far, aim, take off, distance.

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Links to National	Gymnastics - master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-		
Curriculum	ordination, and begin to apply these in a range of activities		
	<b>Dance</b> — perform dances using simple movement patterns.		
	Games - participate in team games, developing simple tactics for attacking and defending		