## Curriculum Map: PE

Year 2

## Below outlines the learning focus for each term

Term	Learning Focus		Conceptual Development
	Knowledge	Skills	
	Movement Skills: To understand how to dodge, run, balance, hop and	To move in different ways with control: balance, run, hop, jump, leap and create body shapes	<b>Build upon:</b> To experiment with different ways of moving
	jump on the spot and forwards.	To engage in competitive activities against themselves and	with increasing control: balance, run, hop, jump, leap and create body shapes
	To understand when to slow down, speed up or	others	
Autumn Outdoor	change direction to negotiate space successfully	To negotiate space successfully, adjusting speed or	Prepare for: (Invasion Games)
	To develop an increasing awareness of how to use equipment safely	changing direction to avoid obstacles	To run, dodge, throw, catch, pass, dribble and kick to a static partner from 5+ metres away
	To describe the effects of exercise on their body	To use equipment safely with little adult support	and begin to use them in combination (e.g. running and catching)
		To demonstrate character building values: self-belief	
	To know that they are showing self-belief when they persist through difficulty		To begin to use basic tactics for attacking and defending
	Gymnastics:	To use gymnastics equipment safely with minimal adult	Build upon:
	To have an increasing awareness of how to use	guidance	To develop movement and balance on the
	equipment safely		floor, vault, bench and climbing apparatus
	To understand how to move on the floor, holeneo	To perform basic movement and balance on the floor with control	with some confidence
	To understand how to move on the floor: balance, hop, skip, leap, jump, forward roll and side roll to knee	Control	Prepare for:
Autumn	hop, skip, leap, jump, forward foir and side foir to knee	To link floor movement and floor balance skills with flow	To develop movement and balance on the
Indoor	To understand how to apply good posture for all body shapes.	and control	floor, bench, vault and climbing apparatus with confidence
		To perform a jump off an object, mount and land safely	
	To understand how to straight, star and tuck jump off		
	a vault by spreading or tucking arms and legs	To travel with increasing confidence and skill around, under, over and through balancing and climbing	
	To understand how to safely land with bent knees and out-stretched arms	equipment.	
	To understand how to give feedback to others	To give feedback to others about a strength and improvement of a performance	
	Ball Skills:	To use balls and other equipment safely with minimal adult	Build upon:
	To recognise the effects of exercise on their body	support	To control a large ball by pushing, catching, dribbling or kicking it in a general direction in

Spring Outdoor	To understand how to control a ball in a general direction To understand when to slow down, speed up or change direction to negotiate space successfully To understand the rules of simple team games, competitive and non-competitive To understand that they sometimes need to help others to make sure everyone is included	<ul> <li>To control a large ball by pushing, catching, dribbling or kicking it to a static partner 3-5m away in a range of activities</li> <li>To negotiate space successfully, adjusting speed or changing direction to avoid obstacles</li> <li>To play team games with simple rules, competitive and non-competitive</li> <li>To engage in competitive activities against themselves and others</li> </ul>	a range of activities <b>Prepare for:</b> <i>(Strike &amp; Field/ Net &amp; Wall Skills)</i> To catch, throw and strike different sized balls to a large target or static partner 5+ metres away in a range of activities
	Dance:	To demonstrate character building values: fairness To perform short movement patterns (5-8 steps) in	Build Upon:
	To remember short dance routines (5-8 steps)	response to a stimulus	To develop and perform a short dance in response to a stimulus (approx. 5 steps),
	To have a good understanding of mood and feeling of the song	To link different movements to create simple movement patterns	selecting actions that match the stimulus
Spring Indoor	To understand that feedback is talking to others about why the performance was good or needs improvement	To select appropriate movements and actions that match the stimulus	Prepare For: To develop and perform a dance in response to a stimulus (8-12 steps), exploring how to change actions and movements
	To use their imagination to create short dance routines	To give feedback to others about a strength and improvement of a performance	
		To begin to demonstrate character-building values: imagination	
Summer Outdoor	Bat & Racquet Skills: To have an increasing awareness of how to use equipment safely To understand how to catch, throw and strike a small	To use balls and other equipment safely with minimal adult support To control a small ball by striking, catching and throwing it from 3-5m away in a range of activities	<b>Build upon:</b> To control a small ball by striking, catching and throwing it in a general direction in a range of activities
	ball To understand the rules of simple team games, competitive and non-competitive	To engage in competitive activities against themselves and others	Prepare for: (Strike & Field/Net & Wall Skills) To catch, throw and strike different sized balls
	To understand that fair play shows honesty	To play team games with simple rules, competitive and non-competitive To demonstrate character building values: honesty	to a static partner 5+ metres away in a range of activities, beginning to use skills in combination

	Athletics:	To develop basic movements for athletics: run, jump, throw	Build upon:
	To understand how to run, jump, hurdle and throw	and hurdle with competence	To develop basic movements for athletics:
Summer			run, jump, throw and hurdle with increasing
Outdoor	To develop an understanding of the different speeds	To engage in competitive activities against themselves and	competence
	required for sprinting and long distance running	others	
			Prepare for:
	To understand the rules of simple team games,	To play team games with simple rules, competitive and	To run, jump and throw in isolation and begin
	competitive and non-competitive	non-competitive	to use them in combination
	To understand that fair play shows honesty	To demonstrate character building values: honesty	