



Moorside Primary School

Year 2 PE Overview

	Dance	Individual Sports	Team Sports	OAA and Health Related Fitness
National Curriculum reference	Perform dances using simple movement patterns.	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.	
Knowledge	<p>Can create a simple dance phrase using actions such as jump, travel, turn, gesture and stillness.</p> <p>Can recognise timing, identifying 8 beats in a bar. Children know how to improve dance through timing.</p> <p>Knows how to recognise corrections on others and give constructive feedback to their peers.</p>	<p>Gymnastics</p> <p>Can warm up effectively, involving stretching exercises that help warm up the key muscles groups. Conditioning exercises are performed to help build strength and stamina.</p> <p>Can explain the technical process involved in executing Jumps, Balances and Rolls.</p> <p>Can change direction (right to left, forwards and backwards), work at different levels (high, medium, low) and use floor space imaginatively during improvisation exercises.</p> <p>Can work safely alongside others whilst travelling in a variety of ways.</p> <p>Can identify and demonstrate the following Shapes: Straight, Tuck, Star, Landing shape, Pike and Straddle.</p> <p>Can identify and demonstrate the following Balances: 1-point balances: Arabesque, Flamingo and introduction to a Dish and an Arch.</p> <p>Can identify and demonstrate the following Jumps: Straight, Tuck, Star, Straddle and Half Turn.</p>	<p>Invasion Games</p> <p>Can send and receive the ball over an increased distance in partners and groups.</p> <p>Can move into space to receive a ball from a teammate.</p> <p>Can change direction on command of teacher or teammates and can identify and begin to demonstrate dribbling and shooting technique for accuracy.</p> <p>Can identify tactics within a game scenario to help slow down an attack.</p> <p>Striking and Fielding Games</p> <p>Can strike a ball using a bat, off a tee perched on a stump.</p> <p>Can get into a ready position with a bat to hit the ball successfully.</p> <p>Children can begin to call and run between wickets/bases (cone drills) – sliding bat over the line.</p> <p>Can stop and pick up ball whilst starting to use the long barrier.</p> <p>Can identify and use underarm (shorter distances) and overarm (longer</p>	<p>OAA</p> <p>Children can demonstrate simple map reading and find clues – can work individually and as a team whilst doing this.</p> <p>Can solve simple problems by working together – planning, performing and communicating clearly to others in the process.</p> <p>Health Related Fitness N/A</p>



		<p>Can identify and demonstrate the following Rolls: Pencil, Egg and Forwards Roll.</p> <p style="text-align: center;">Athletics</p> <p>Can demonstrate a Standing long jump whilst identifying some teaching points.</p> <p>Run and jump low and medium sized hurdles over a course.</p> <p>Can Sprint over an increased distance with a ready start at the beginning and dip finish over the finish line.</p> <p>Children can demonstrate a standing overarm throw for distance, using a sideways position.</p>	<p>distances) throwing in the correct situation.</p> <p style="text-align: center;">Net & Wall Games</p> <p>Can get into a ready position with a racket, moving forwards, backwards and sideways.</p> <p>Can keep ball balanced on racket and under control during drills and races.</p> <p>Can strike a ball using forehand stroke.</p> <p>Can attempt a 1 on 1 rally with a partner.</p> <p style="text-align: center;">Target Games</p> <p>Can roll and strike a ball at a target with some degree of accuracy – using both hands/feet.</p> <p>Can aim for a target using some degree of accuracy using overarm and underarm throwing.</p> <p>Can bounce a ball with some degree of accuracy, demonstrating the correct 'push' technique.</p>	
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