

## The Best That You Can Be

## Devonshire Primary Academy PE Long Term Plan



<u>Year 2</u>								
Week	Autumn		Spring		Summer			
	Indoor	Outdoor	Indoor	Outdoor	Indoor	Outdoor		
1	* FMS  Develop the ability to hop accurately.	EMS  Develop the ability to run fast.	* Seaside Dance  Explore a range of movements linked to the sea which includes rising and falling-      Ripple     Sparkle     Waves     Ebb     Flow  Copy, remember and repeat basic movements and positions.	* Small Team Games  Apply a range of FMS in a game situation 1v1.	* Health Related Fitness  Develop stamina through games, exercises or activities that increase stamina.	Participate in a team game that develops teamwork and throwing/catching with some success.  Understand the importance of rules and be able to follow them in simple games.  Master the use of the term 'teammate' independently.		
2	FMS  Develop the ability	FMS  Develop how	Seaside Dance	Small Team Games	<u>Health Related</u> <u>Fitness</u>	Team Games  Participate in a		
	to skip accurately.	to perform a				team game that		

		two-handed strike accurately.	Explore a range of movements linked to the sea life -  • Fish • Crabs • Crabs • starfish Copy, remember and repeat basic movements and positions.	Use of the terms 'opponent', 'attacking', 'defending' and 'team-mate' independently.  Apply a range of FMS in a game situation 2v1.	Develop stamina through games, exercises or activities that increase agility.	develops teamwork and passing in different ways with some success.  Understand the importance of rules and be able to follow them in simple games.  Master the term 'opponent', independently.
3	FMS  Develop the ability to side gallop accurately.	EMS  Develop overarm and underarm throwing and catching with accuracy.	Explore a range of movements linked to surfing using different levels- high and low.  Copy, remember and repeat basic movements and positions.	Small Team Games  Communicating effectively and engaging in cooperative, physical activity.  Apply a range of FMS in a game situation 2v2.	Health related Fitness  Develop stamina through games, exercises or activities that increase strength.	Participate in a team game that develops cooperation and trust using striking and fielding with some success.  Understand the importance of rules and be able to follow them in simple games.

4	<u>FMS</u>	<u>FMS</u>	Seaside Dance	Small Team	<u>Health Related</u>	<u>Team Games</u>
	Develop the ability to jump for distance accurately.	Develop the ability to dodge accurately.	In groups perform with some control and developing coordination.	Show an awareness of space from opponents and team mates.  Apply a range of FMS in a game situation 4v2.	Fitness  Further develop strength, stamina and agility through participating in circuit training.	Participate in a team game that develops attacking through dodging using kicking and passing/dribbling a ball with some success.  Understand the importance of rules and be able to follow them in simple games.  Master the term 'attacking' independently.
5	FMS  Develop the ability to roll and bounce a ball accurately.  Assess FMS against tick sheet.	PMS  Develop the ability to kick accurately.  Assess FMS against tick sheet.	Seaside Dance  Perform showing an awareness of an audience.	Small Team Games  Demonstrate sports'person'ship skills.  Apply a range of FMS in a game situation 5v2.	Health Related Fitness  Participate in circuit training, setting personal targets for achieving own goal/s and trying to achieve a PB.	Participate in a team game that develops defending such as marking to play a game with some success.

						Understand the importance of rules and be able to follow them in
						simple games.
						Master the term 'defending' independently.
6	* Yoga	Ball Skills	<u>Gymnastics</u>	Small Team	Dance- animals	* Athletics
	Explore yoga and mindfulness.	Apply a range of FMS in combination confidently.	Demonstrate the ability to copy and remember actions linking two or more actions to make a sequence independently.  Move with control and awareness of space.	Games  Manage own feelings and behaviour.  Apply a range of FMS in a game situation 4v4.	Could link to a story.  Respond to the music and improvise/imitate a range of movements/positions focusing on animal actions.	Develop the skill of running at different speeds along different pathways e.gstraight or curved lines.  Develop spatial awareness in negotiating obstacles.
7	<u>Yoga</u>	Ball Skills	<u>Gymnastics</u>	Small Team	Dance- animals	Athletics
	Copy and repeat yoga poses thinking about my breath.	Further develop hand to eye coordination through dribbling.	Develop travelling by rolling forwards, backwards and sideways with an emphasis on accuracy.	Games  Develop an understanding of simple rules and tactics to apply in competitive team games.	Develop coordination through copying a short sequence. Improve musicality/rhythm by	Continue to explore different types of jumps with coordination including jumping for height.

	Demonstrate clear shapes when performing poses.		Work in pairs cooperatively varying actions and movements.  Demonstrate gymnastic shapes and movements with a partner using mirroring.	Apply a range of FMS in a game situation.	dancing in time with the music.	Apply different take offs to different jumping activities. (1 foot to 2 feet and 2 feet to 2 feet jumps).  Begin to link a variety of jumps together.
8	Yoga  Further develop an awareness of	Ball Skills Further develop hand	Gymnastics  Develop the use of stretches and curl to	Small Team Games Focus,	Dance- animals  Copy and repeat basic actions,	Athletics  Continue to explore different
	strength and flexibility when	to eye coordination	develop flexibility.	concentration and attention spans	including a starting and finishing position	types of jumps with coordination
	completing yoga poses.	through exploring bounce	To confidently demonstrate balancing	are maintained during games and activities.	increasing movement memory.	including jumping for distance.
		passes.	on different points of the body.	Apply a range of FMS in a game		Begin to make jumping sequences.
				situation.		Practise the skill
						of turn taking.
9	<u>Yoga</u>	Ball Skills	<u>Gymnastics</u>	<u>Small Team</u> Games	<u>Dance- animals</u>	<u>Athletics</u>
	Move from one	Further	Continue to demonstrate	Gaines	Rehearse in small	Develop throwing
	pose to another	develop hand	an awareness of safety	Manages and	groups	in a coordinated
	thinking about my	to eye	when using climbing	regulates	demonstrating	way for distance with some force
	breath.	coordination through	equipment.	emotions in a controlled and	musicality and performing with	using different
		exploring		positive way.	performing with	resources.

	Describe how the body feels during exercise.	different passes.	To jump in a variety of ways and land with control and balance.  To demonstrate contrasts (such as small/tall, straight/curved and wide/narrow).	To lead a team game.	increased expression.	Practise the skill of turn taking.
10	Yoga  Work with a partner to create a simple flow showing some control.	Ball Skills  Further develop kicking and striking while dribbling with precision.	Gymnastics  Complete a routine in unison using 2/3 different shapes and movements in pairs.	Small Team Games  To lead a team game or understand the role of a team captain.	Perform for their peers showing an awareness of an audience.  Describe personal strengths and areas for improvement in their own performance.	Athletics  Develop throwing underarm for accuracy towards a given target using different resources.  Describe different types of throws.

(FMS) Fundamental Movement Skills (PB) Personal Best

## **Year 2 Swimming**

Swimming in Year 2 may be added depending on pool availability and will replace the outdoor PE slot. Please see \*this indicates that these sessions must be taught in order to cover the National Curriculum requirements.

- Autumn- FMS and yoga.
- **Spring-** Dance and small team games.
- **Summer-** Health related Fitness and athletics.

## All children should-

- Understand the importance of wearing PE kit, removing jewellery and tying hair up and know how it keeps them safe.
- Show an awareness of safety e.g.- bare feet in gymnastics and dance, carrying/handling equipment safely etc.
- Know that exercise makes their heart beat faster, they begin to sweat and breathe harder.
- Know that to stay hydrated they need to drink at least 6 cups of water.
- Work cooperatively as part of a team, managing their feelings and behaviour in order to become a good sportsperson.
- Be taught how to share resources and equipment.
- Know how to work as part of a team managing their own feelings and behaviour.
- Develop resilience and a growth mindset.