Year 2 – Autumn 1 Topic:

Activities		Intended Outcomes	Key Vocabulary and Questions
Warm up and cool down activities at the sta	rt and end of each	2 Pupils should develop fundamental movement	
session to develop flexibility and to encoura	ge understanding of	skills	Sequence, straight, star, tuck, pike,
how the body changes during exercise.		Decome increasingly competent and confident	straddle, dish, arch, back support, front
Real PE activities using online tool. Personal Cog.		and access a broad range of opportunities	support, sequence, flow, smooth, cooperation, mirroring, pulse, joining,
Real PE Personal Coordination and footwo	rk		ball bounce, roll, side gallop, skip, kick.
Real PE Personal Coordination and footwo		to extend their agility, balance and	ban bounce, ron, side ganop, skip, kick.
Real PE Personal Coordination and footwo		coordination, individually and with others.	
4. Real PE Personal Static balance one leg		Develop balance, agility and coordination	Assessment Opportunities
5. Real PE Personal Static balance one leg6. Real PE Personal Static balance one leg		2 Perform cheerleading movements.	 Using fundamental skills tool to asses where each child is on the
		② Link cheerleading movements together.	scale. Use these to develop personal challenges, 'my
		? Respond to music as a stimulus.	personal best'.
		2 Develop partner and group work.	 Use individual progressive challenges to target individual
		☑ Use music to remember movements and	progress in Real PE. Take
		repetitive sequences.	photographs of children in gym,
		2 Master and perform 11 gym shapes.	show on IPAD so that they can improve their shape and form.
		2 Show new and safe ways of travelling into and	Record for WW books.
		out of moves.	Resources
		Work cooperatively with a partner in	
		developing a floor sequence.	WSWSSP SOW.
		② Use mirroring to develop partner work.	Gym shape cards in hall.REAL PE 'Jasmine'. Using
		2 Work cooperatively in a small group,	computer, each Year group has
		transferring a sequence to benches from	a hard copy as a resource.
		floor.	
		2 Transfer the idea sequence work from floor to	

benches safely.	
Show good flow and linking during the sequence	
2 Explore levels in equipment.	
2 Demonstrate safety when working.	

Year 2 – Autumn 2 Topic:

	Activities	Intended Outcomes	Key Vocabulary and Questions
3.	Warm up and cool down activities at the start and end of each	Pupils should develop fundamental movement	
	session to develop flexibility and to encourage understanding of	skills	Sequence, straight, star, tuck, pike,
4.	how the body changes during exercise. Real PE activities using online tool.	become increasingly competent and confident	straddle, dish, arch, back support, front support, sequence, flow, smooth,
	Social Cog	and access a broad range of opportunities	cooperation, mirroring, pulse, joining,
1.	Real PE Social Jumping and landing	to extend their agility, balance and	ball bounce, roll, side gallop, skip, kick
2.	Real PE Social Jumping and landing	coordination, individually and with others.	team, support, encourage, rules.
3.	Real PE Social Jumping and landing		A
4.	Real PE Social seated balance	Master basic movements including running,	Assessment Opportunities
5.	Real PE Social seated balance	jumping, throwing and catching.	1. Children to set own individual
6.	Real PE Social seated balance	② Develop balance, agility and coordination	challenges. 'My personal best.' Children to consider what they need to
		☐ They should be able to engage in competitive	improve and how they can do that,
		(both against self and against others) and	through practising.
		co-operative physical activities, in a range	
		of increasingly challenging situations.	D
		participate in team games, developing simple	Resources
			WSWSSP SOW.
		tactics for attacking and defending	Gym shape cards in hall.
		2 Master and perform 11 gym shapes.	REAL PE 'Jasmine'. Using
		Show new and safe ways of travelling into and out of moves.	computer, each Year group has a hard copy as a resource. • Music CD in hall
		Work cooperatively with a partner in	
		developing a floor sequence.	
		② Use mirroring to develop partner work.	
		☑ Work cooperatively in a small group,	
		transferring a sequence to benches from	

floor.	
Transfer the idea sequence work from floor to benches safely.	
Show good flow and linking during the sequence	
② Explore levels in equipment.	
Demonstrate safety when working.	

Year 2 – Spring 1 Topic:

Activities	Intended Outcomes	Key Vocabulary and Questions
Warm up and cool down activities at the start and end of each	2 Pupils should develop fundamental movement	Desition months of converse value
session to develop flexibility and to encourage understanding of how the body changes during exercise.	skills	Position, partner, sequence, repeat, beat.
Real PE activities using online tool.	2 become increasingly competent and confident	When do we start?
Cognitive Cog	and access a broad range of opportunities	How do we make that movement?
Real PE cognitive dynamic balance on a line.	to extend their agility, balance and	Can we be still?
 Real PE cognitive dynamic balance on a line. Real PE cognitive dynamic balance on a line. 	coordination, individually and with others.	Will the audience know what we mean?
4. Real PE cognitive Static balance stance	Master basic movements including running,	Assessment Opportunities
5. Real PE cognitive Static balance stance	jumping, throwing and catching.	Work with a partner to evaluate
6. Real PE cognitive Static balance stance	② Develop balance, agility and coordination	movements performed in the fire dance. Watch on video as a class to
	They should be able to engage in competitive	decide how it can be improved and
	(both against self and against others) and	made better. Use positive comments to support each other.
	co-operative physical activities, in a range	support each other.
	of increasingly challenging situations.	Resources
	② participate in team games, developing simple	Resources
	tactics for attacking and defending.	
	Lagrand and softeness fire decree	Music CD in hall drawer. Use pictures,
	Learn and perform a fire dance.	videos and own music to inspire the dance.
	2 Play sending games with a partner and small	dance.
	group.	
	☑ Create scoring systems for games.	
	Show different ways of using a bat and ball by yourself.	
	② Demonstrate hitting a ball to a partner.	
	2 Play a striking and fielding game.	

 Demonstrate throwing and catching in a small group, stationary and moving. Demonstrate throwing and catching a small ball over a net to a partner using bouncing Show different ways of balancing and tapping a ball into the air by yourself.
② Demonstrate tapping the ball over the "net" so your partner can catch it
I Know and play a simple cooperative bat and ball game.
 Respond to music as a stimulus. Develop partner and group work. Use music to remember movements and
repetitive sequences.

Year 2 – Spring 2 Topic:

Activities	Intended Outcomes	Key Vocabulary and Questions
Warm up and cool down activities at the start and end of each	2 Pupils should develop fundamental movement	
session to develop flexibility and to encourage understanding of	skills	Partner, space, aim, points, score,
how the body changes during exercise. Real PE activities using online tool.	 become increasingly competent and confident	record, improve, challenge, support.
Real PE Creative Cog.	and access a broad range of opportunities	
Real PE. Creative Cog. Coordination-ball skills	to extend their agility, balance and	
Real PE Creative Cog. Coordination-ball skills	coordination, individually and with others.	Assessment Opportunities
Real PE Creative Cog. Coordination-ball skillsReal PE. Counter balance with a partner	Master basic movements including running,	Use performance of dance to assess children who need
 Real PE. Counter balance with a partner 	jumping, throwing and catching.	support or who are exceeding
Real PE. Counter balance with a partner	Develop balance, agility and coordination	physically. Use individual challenges on Real PE to
	They should be able to engage in competitive	support and extend individual ability.
	(both against self and against others) and	
	co-operative physical activities, in a range	Resources
	of increasingly challenging situations.	
	② participate in team games, developing simple	Hall resources and PE shed on playground. Use whiteboards for
	tactics for attacking and defending	scoring.
	Play sending games with a partner and small	
	group.	
	? Create scoring systems for games.	
	Show different ways of using a bat and ball by yourself.	
	② Demonstrate hitting a ball to a partner.	
	Play a striking and fielding game.	
	② Demonstrate throwing and catching in a small	

group, stationary and moving.	
Play a throwing and catching game in a small	
group.	
☑ Introduce defenders into game.	
2 Demonstrate dribbling a ball, by self, with	
partner, small group and with defender.	
② Demonstrate throwing and catching a small ball	
over a net to a partner using bouncing	
.Show different ways of balancing and	
tapping a ball into the air by yourself.	
② Demonstrate tapping the ball over the "net" so	
your partner can catch it.	

Year 2 – Summer 1 Topic:

Activities	Intended Outcomes	Key Vocabulary and Questions
Warm up and cool down activities at the start and end of each session to develop flexibility and to encourage understanding of how the body changes during exercise.	Pupils should develop fundamental movement skills	Racket, volley, forehand, space, grip,
Real PE activities using online tool. Applying Physical Cog. Real PE Applying Physical Cog. Coordination sending and	become increasingly competent and confident and access a broad range of opportunities	ball bounce, roll, side gallop, skip, kick.
receiving.	to extend their agility, balance and coordination, individually and with others.	Assessment Opportunities
 Real PE Applying Physical Cog. Coordination sending and receiving. Real PE Applying Physical Cog. Coordination sending and receiving. Real PE Applying Physical Cog. Agility, Reaction and response. Real PE Applying Physical Cog. Agility, Reaction and response. Real PE Applying Physical Cog. Agility, Reaction and response. 	coordination, individually and with others. Master basic movements including running, jumping, throwing and catching. Develop balance, agility and coordination 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. participate in team games, developing simple tactics for attacking and defending. Learn tennis skills using tennis programme. Respond to music as a stimulus. Develop partner and group work. Use music to remember movements and repetitive sequences. Play sending games with a partner and small group.	Assess which children would benefit from going to after school tennis club. Make parents aware of this. Use individual progressive challenges to target individual progress in Real PE. Take photographs of children in gym, show on IPAD so that they can improve their shape and form. Record for books. Resources Rackets and tennis equipment, including DVD kept in the hall. Music CD's kept in the hall drawer.

 ② Create scoring systems for games. ② Show different ways of using a bat and ball by yourself. ② Demonstrate hitting a ball to a partner. ② Demonstrate throwing and catching a small ball over a net to a partner using bouncing .Show different ways of balancing and tapping a ball into the air by yourself. ② Demonstrate tapping the ball over the "net" so your partner can catch it ② Know and play a simple cooperative bat and ball game.

Year 2 – Summer 2 Topic:

Activities	Intended Outcomes	Key Vocabulary and Questions
Warm up and cool down activities at the start and end of each	2 Pupils should develop fundamental movement	
session to develop flexibility and to encourage understanding of	skills	Defend, attack, score, rules, partner,
how the body changes during exercise.	become increasingly competent and confident	space.
Real PE activities using online tool. Health and Fitness Real PE.	and access a broad range of opportunities	
Health and Fitness Cog. Agility. Ball chasing.	to extend their agility, balance and	
 Health and Fitness Cog. Agility. Ball chasing. 		
 Health and Fitness Cog. Agility. Ball chasing. 	coordination, individually and with others.	
 Health and Fitness Cog. Static balance floor work. 	Master basic movements including running,	Assessment Opportunities
 Health and Fitness Cog. Static balance floor work. 	jumping, throwing and catching.	End of year assessment of fundamental
Health and Fitness Cog. Static balance floor work.	② Develop balance, agility and coordination	skills. Assess children ready for next teacher.
	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.	_
	narticinate in team games, developing simple	Resources
	2 participate in team games, developing simple	
	tactics for attacking and defending.	OAA games in hall cupboard. Tag rugby
	 Play tag rugby games. 	belts and balls in PE shed outside.
	Develop OAA skills by playing different	
	mapping and tracking games.	
	Play sending games with a partner and small	
	group.	
	☑ Create scoring systems for games.	
	Show different ways of using a bat and ball by yourself.	

2 Demonstrate hitting a ball to a partner.
Play a striking and fielding game.
② Demonstrate throwing and catching in a small group, stationary and moving.
Play a throwing and catching game in a small group.
☑ Introduce defenders into game.
② Demonstrate dribbling a ball, by self, with partner, small group and with defender.
Demonstrate throwing and catching a small ball over a net to a partner using bouncingShow different ways of balancing and tapping a ball into the air by yourself.
② Demonstrate tapping the ball over the "net" so your partner can catch it
☑ Know and play a simple cooperative bat and ball game.