Subject: Physical Education	Year group: Year 2	Topic: ipractise Sporting Best	Initiation & activation
Prior knowledge required: Children negotiate space and obstacles safely, with consideration for themselves and others; Demonstrate strength, balance and coordination when playing; Move energetically, such as running, jumping, dancing, hopping, skipping and climbing.		Vocabulary: personal best, challenge, personal challenge, agility, catch, dodge,balance, power, jump, hop, bound, spring(rebound), pause, unison, landing, skip, rhythm, hurdle, leap, travel,	activities:
Programme of Study	Implementation:	Impact –lesson sequence:	Evaluations and assessments:
 Pupils should be taught to: 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 perform dances using simple movement patterns. 	 Can they begin to identify what their Personal Best looks like. Can they show perseverance and resilience to be their best self'. Can they be an independent learner, recognising when something is hard or easy and taking steps to move their learning on. Can they keep practising to improve to be their best self'. SEN/support - can they persevere when a task is challenging. Show resilience to try to improve. Can they set and work towards simple personal best goals; Say how to improve to be their 'best self'; ask for help when appropriate. GD - can they begin to challenging themselves by increasing the level of challenge within an activity where appropriate Can they run, jump and skip with spatial awareness; in different directions and at different speeds, with increasing fluency and in increasingly challenging situations. Can they become increasingly confident and competent in running and jumping, and apply these skills in dynamic balance activities. Can they become increasingly confident and competent in skipping in varying ways and in different directions, with or without a rope. Can they engage in competitive activities - compete against their self and time. 		