Subject: Physical Education	Year group: Year 2	Topic: icommunicate Ball Crazy	Initiation & activation
· ,	gotiate space and obstacles safely, with consideration for themselves and e and coordination when playing; Move energetically, such as running, and climbing.	Vocabulary: dynamic balance, counter balance, agility, footwork, speed, aim, direction, strength, catcher, thrower, passing, receiving, attacking, defending, approach, delay, control, tackle, pressure, cover, power, dribbling, striking, cooperative, relay,	activities:
Programme of Study	Implementation:	Impact –lesson sequence:	Evaluations and assessments:
 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 independently share ideas, take turns and work co-operatively. Can they listen to other's ideas, and respect different ideas to their own. Can they praise and motivate others to help them to improve. SEN/Support - Can they offer relevant ideas in a group or whole class task, take turns and work co-operatively. Listen to and praise others' movements and ideas. Can they independently and co-operatively work alongside others. Listen to, and appreciate, other ideas. Use praise and encouragement to motivate others to improve. GD - Can they show patience, and support others by listening carefully to them about their work; work with others' ideas that are different to their own. Can they demonstrate confidence and competence when extending object control skills, such as throwing, dribbling, aiming, catching and striking in increasingly challenging situations, Can they master basic movements in: passing and receiving; throwing and catching; tactics for attacking and defending; rolling, 		

	dribbling and stopping a ball; striking skills; aiming, sending and	
	receiving. To become increasingly confident and competent when developing	
	and extending these object control skills.	
•	To apply these skills in competitive and co-operative team games.	