

Subject: Physical Education	Year group: Year 2	Topic: icreate Skill Showdown	Initiation & activation activities:
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: constructive feedback, agility, balance, coordination, underhand, overhand, strike, volley, rules, tactics, racket, kick, dribble, throw, catch	
Programme of Study	Implementation:	Impact –lesson sequence:	Evaluations and assessments:
<p>Pupils should be taught to:</p> <ul style="list-style-type: none"> • 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. 	<ul style="list-style-type: none"> • Can they explore and create movement activities. • Can they compare and adapt activities to match a focus intention. • SEN/Support Can they create their own activities appropriate to the stimulus. Express likes and dislikes. Adapt movement activities to make some changes. • Can they create new activity ideas to meet a focus intention then adapt them based on feedback to make improvements • GD - Can they adapt movements and positions within a range of tasks. Create their own rules and versions of activities. • Can they apply agility, balance and co-ordination in a range of activities, and in increasingly challenging situations 		