



PE Topic: Invasion Games

Year: 2 **Term:** Autumn 1

Key Knowledge/Content:

- To extend their agility, balance and co-ordination, individually and with others.
- To engage in competitive and co-operative physical activities, in a range of situations.
- 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.
- To participate in team games, developing simple tactics for attacking and defending.

Links to:

Prior learning:

To respond to the teacher's instructions, changing speed, direction and control.

Future learning:

To work as a team, support teammates and make it hard for the opposition.

Key vocabulary with definition:

Prior vocabulary:

- Avoiding - To keep away from others.
- Overarm throw - Throwing the ball with your arm above your head.
- Own space - Finding a space so you're not too close to others.
- Catching - To capture an object being passed to you.
- Speed - How fast or slow something moves.
- Passing - Moving the ball to someone else.
- Shooting - Attempting to score a goal.
- Scoring - Hitting a target and earning points.

New vocabulary:

- Tracking a ball – Watching the ball, so you know where it is.
- Free space – Where no-one else is.
- Opposite – The team you are playing.
- Team – A group of people working together.
- Rebound – Bounce back after hitting something.
- Aiming – Trying to hit a target.
- Direction – Where something is going.
- Controlling – Being responsible for the movement of a piece of equipment.

By the end of this unit

All children can: **show** control and accuracy with the basic actions for rolling, throwing and catching.

Most children can: **move** fluently, **changing** direction and speed easily and **avoiding** collisions.

Some children can: **choose** and **use** skills effectively for particular games.

Background understanding for teachers and parents:

This half term is Invasion Games, with a focus on teamwork. The children will develop their throwing and catching skills through a variety of activities and games. They will have the opportunity to work independently, in pairs and small groups.

Curriculum Driver (one):

Communication

Evidence outcome:

To work with others in different activities and games, encourage and support their teammates and listen to feedback about performance.