



PE: Throwing, catching and team games

Year: 2 **Term:** Spring 2

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 demonstrate co-ordination when passing a range of equipment.

Future learning:

To work as a team, support team mates 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: follow instructions, understand simple rules and take part in team games.

Most children can: link a combination of skills, anticipating actions and reacting with increased speed.

Some children can: make choices that benefit the team and not just themselves

Background understanding for teachers and parents:

This half term is throwing, catching and team games, with a focus on dodgeball. The children will play games that reinforce finding space, avoiding collisions and making decisions. They will also develop their throwing and catching skills.

Curriculum Driver (one):

Communication

Evidence outcome:

Follow instructions, understand simple rules and play games.

Use effective throwing and catching skills.