



Year 2 PE Curriculum Map – Autumn

Autumn 1 <i>Ball Skills: Hands 1</i>		Autumn 2 <i>Gymnastics: Linking</i>	
Lesson 1	To develop dribbling in order to keep control and possession of the ball.	Lesson 1	To apply 'champion gymnastics' to explore different movements that pupils can link together.
Lesson 2	To develop passing and receiving in order to keep possession of the ball.	Lesson 2	To apply 'champion gymnastics' to develop the different movements that pupils can link together on apparatus.
Lesson 3	To combine dribbling, passing and receiving in order to keep possession of the ball.	Lesson 3	To apply 'champion gymnastics' to explore different ways pupils can perform the sequence. Jump, Roll, Balance.
Lesson 4	To develop dribbling in order to keep possession and score a point.	Lesson 4	To apply 'champion gymnastics' to explore different ways pupils can perform the sequence on apparatus. Jump, Roll, Balance.
Lesson 5	To develop passing and receiving in order to keep possession and score a point.	Lesson 5	To apply 'champion gymnastics' to create their own sequences.
Lesson 6	To combine dribbling, passing and receiving in order to keep possession and score a point.	Lesson 6	To perform their completed sequences.
Autumn 1 <i>Dance: Explorers</i>		Autumn 2 <i>Dodging 1</i>	
Lesson 1	To respond to the stimulus using a range of different, controlled movements.	Lesson 1	To explore dodging and learn how to dodge effectively.
Lesson 2	To develop our character work, adding movement, expression and emotion to our motif (create a 'frozen' position showing a reaction creating an emotion)	Lesson 2	To develop an understanding of why it is important to dodge in games.
Lesson 3	To develop our character work, adding movement, expression and emotion to our motif (with a partner and including some different elements of choreography).	Lesson 3	To apply pupils' knowledge of how, where and why to dodge, into game situations.
Lesson 4	To explore a variety of movements in a character (explorer and jungle animal) with a partner.	Lesson 4	To apply pupils' knowledge of how, where and why to dodge in games situations working as a team.
Lesson 5	To develop their characters to add drama and emotion to their dance performance.	Lesson 5	To consolidate pupils' knowledge of how, where and why to dodge in game situations, working in teams.
Lesson 6	To consolidate our learning from previous suggested sequences of learning performing a sequence with extended movements.	Lesson 6	To apply pupils' knowledge of how, where and why to dodge, into a level 1 competition.