

Curriculum end points – Year 2

By the end of year 2, pupils will be able to...		
HEAD (cognitive/thinking)	HANDS (psychomotor / doing)	HEART (affective/ behavioural)
<ul style="list-style-type: none">• Apply simple attacking and defending tactics.• Focus and maintain concentration through an activity.• Solve simple problems and persevere when challenged.• Understand the effects on the body when exercising.	<ul style="list-style-type: none">• Master the key 10 FMS• Apply the 10 FMS to a range of activities and mini team games.• Perform dances with a range of movements and levels by choreographing simple sequences.• Use agility, balance and coordination.	<ul style="list-style-type: none">• Manage emotion, share equipment and opportunities.• Use communication skills in a small group and to help themselves.• Display school key values in PE, School sport and Physical activity.

Skills and knowledge

Games

- I can use different ways of travelling with increasing speed and agility.
- I can change speed and direction while running.
- I can show some control when hitting or striking an object.
- I can begin to apply some learned skills in small sided team games (throwing, catching, kicking).
- I can send a receive the ball while on the move.
- I can think of strategies to outwit my opponent.

Gym

- I can hold still shapes while balancing on a range of body parts.
- I can perform a range of rolls (egg, log, teddy) showing increasing control.
- I can perform a range of jumps (straight, tuck, pencil, pike) landing with control and balance.
- I can link movements together into a sequence.

Dance

- I can understanding how changing speeds and size of movements can create and express moods and feelings.
- I can remember and repeat short movement patterns.
- I can move in time to music.
- I can synchronize movements with a partner.

Athletics

- I can run at varying speeds depending on the distance travelled and objective.
- I can throw different types of equipment over different lengths and at varying speeds.

OAA

N/A

Swimming

N/A