



Pinner Wood School



Year Group	2	Term	Autumn 2	Subject	Outdoor P.E.	Topic	Real PE Unit 2: social skills
						Key Question	KQ: Can I help and encourage others to maintain a static balance?
Prior Learning and other Curriculum Links	<p>Year 1:</p> <ul style="list-style-type: none"> - I can jump from 2 feet to 2 feet forwards, backwards and side to side - I can balance with both hands and feet touching the floor. -I can balance with 1 hand and 2 feet touching the floor. -I can balance with 2 hands and 1 foot touching the floor. -I can balance with 1 hand and 1 foot touching the floor. -I can balance with 1 hand and 1 foot touching the floor. -I can balance with no hands or feet touching the floor. 					Skills statements	<ul style="list-style-type: none"> - I can jump from 2 feet to 2 feet with a quarter turn in both directions. - I can stand on a line and jump from 2 feet to 1 foot and freeze on landing (on either foot). - I can pick up a cone from one side, swap hands and place it on the other side. - I can return the cone to the opposite side.
Fundamentals	<p>Year 2:</p> <ul style="list-style-type: none"> • Coordination: Throw tennis ball and catch rebound with both hands after 1 or no bounce. Strike ball with hand along ground in rally. • Balance: Jump from 2 feet to 2 feet with quarter turn, including moving along a line. Keeping balance on both legs whilst lifting knees to 90° and heel to bottom. Be able to 					Key Facts/Sticky Knowledge	<ul style="list-style-type: none"> - Balance is being in control of your body - I must bend my knees when preparing to jump. - I must bend my knees on landing. -A static balance is a balance that the can hold.

	move cone from one side of body to other while maintain balance.		
Our Curriculum Journey	Journey: The children will begin by learning to jump with 2 feet, forwards and backwards and side to side. They will then learn to jump whilst turning their bodies 90 and 180 degrees in either direction. This will progress onto children learning how to hold a static balance for at least 10 seconds before adding in a movement of an object whilst maintaining a static balancing.		
Key Vocabulary (revisited)	Travel Stillness Body parts Own space Team Passing Forwards Backwards Sideways Roll Slow	Key Vocabulary (new)	Controlling Shape Stretch Wide Narrow Striking Levels Overarm throw