



**POUND HILL  
INFANT  
ACADEMY**

## Pound Hill Infant Academy Year 2 PE Curriculum

Attack, defend, shoot - Unit 1	Head	Begin to look for space to pass into or run to receive
		Recognise you sometimes need to stay within a defined area
	Hand	Can send a ball using feet
		Can send a ball, varying distances using feet
		Can receive a ball using feet
		Link combinations of skills, e.g. dribbling and passing with hands in isolation and combination
		Can send a ball using hands
	Heart	Can receive a ball using hands
Can play in a variety of positions in both defence and attack		
Gymnastics - Unit 1	Head	Show awareness of teammates and opponents in games
		Perform with some control and consistency, basic actions at different speeds and on different levels
	Hand	Explain what you are looking for when judging
		Create and perform a simple sequence
		Perform using recognised start and finish shapes
		Explore and practice transitions between elements
	Heart	Demonstrate flexibility in movements
		Perform a sequence using some apparatus
Gymnastics - Unit 2	Head	Reflect on their own performance and use a scoring system to judge performance
		Work well with others to help improve each others' sequences/movements
	Hand	Work safely on own and with others in gymnastics competitions
		Refine and develop a routine to improve their performance
		Attempt to use rhythm whilst performing a sequence
		Use core strength to link gymnastic elements, e.g. back support and a half twist

		Remember and repeat sequences
		Show increasing control over apparatus during sequences
		Show smooth transitions
	Heart	Develop character and show maturity to work near others
		Work with a partner to copy, create and join sequences
Attack, defend, shoot - Unit 2	Head	Making decisions to send balls to a player in space
		Select the most appropriate skill to move forwards to shoot
	Hand	Choose when to attempt to intercept the ball
		Can send a variety of different size and shaped balls using hands
		Can catch a variety of different sizes and shaped balls using hands
		Perform the role of goalkeeper using basic stopping skills
	Heart	Explore the concept of intercepting
		Can play in a variety of positions in both defence and attack
		Show awareness of teammates and opponents in games
		Work with a partner and in small groups to develop skills
Dance - Unit 1	Head	Show confidence to perform in front of others
		Select movements that show a clear understanding of the theme/story/idea of the dance
	Hand	Explore and use basic choreography, including levels, speed changes, unison and canon
		Move with imagination responding to the music
		Plan a dance to have a beginning, middle and end
		Show good timing with the music
	Heart	Begin to use formations in a dance
		Create a short, simple dance with a partner
Dance - Unit 2	Head	Attempt to work as part of a group to perform a dance
		Volunteer and show leadership in group dances
	Hand	Volunteer ideas as part of a group
		Remember and repeat dance steps
		Perform to the count of 8

		Perform with expression
		Show some sense of dynamic, expressive and rhythmic qualities in their dance
		Use different parts of the body in isolation and combination
	Heart	Show engagement in tasks and perform with freedom, e.g. freestyling
		Able to comment on ideas and emotions and how these can be portrayed through dance
Hit, Catch, Run - Unit 1	Head	Make choices about where to hit the ball
		Make tactical decisions about where to position themselves in the field
	Hand	Has developed hitting skills with a variety of bats
		Retrieve a ball back to base as part of a team
		Practised bowling/feeding a ball to other players
		Play as a batter, bowler and fielder
		Run in a game to score points
	Heart	Makes attempts to catch balls coming towards the player in games
		Display sportsmanship when competing against others
		Work as a team to score runs
Hit, Catch, Run - Unit 2	Head	Make choices about where to hit the ball
		Judge and change pace in a variety of running activities
	Hand	Run in a game to score points
		Attempted to play the role of wicket-keeper or backstop
		Position yourself well to stop balls
		Use skills as a team to prevent runs
	Heart	Use different techniques to send a ball into other areas of the field, e.g. kick, hit
		Can work in small groups to field and bat
Run Jump Throw - Unit 1	Head	Display sportsmanship when competing against others
		Make choices about appropriate throws for different types of activity
	Hand	Can identify areas of actions that need improvement, e.g. power in throws to throw further
		Develop strength, agility, coordination and balance over a variety of activities
		Can negotiate obstacles showing increased control of body and limbs

		Demonstrate different types of throws
		Show quick feet actions for spriting
		Perform a variety of static and dynamic balances
	Heart	Work cooperatively to complete running and throwing tasks
		Consider others when playing games to respect their space and boundaries
Run Jump Throw - Unit 2	Head	Begin to make links between components of fitness, e.g. strength and outcome, i.e. length of throw
		Attempt a new breathing technique during running
	Hand	Can throw and handle a variety of objects, including quoits, beanbags, balls, hoops
		Use agility in running games
		Run for a sustained period
		Throw demonstrating power
	Heart	Practise to improve jumping skills
		Discuss thoughts and feelings around physical challenges and what it means to be a team player
		Work cooperatively to complete running, jumping and throwing tasks
		Consider others when playing games to respect their space and boundaries
Send & Return - Unit 1	Head	Decide on and play with the dominant hand
		Begin to recognise when a ball has landed 'in' and 'out' of the boundaries
	Hand	Demonstrate basic sending skills in isolation and small games
		Use correct grip to hold a tennis racquet
		Hit a ball using hand consistency
		Hit a ball using a racquet with some consistency
		Take part in a rally
		Use a self-feed to start a game
	Return a ball coming towards them using a hand or racquet	
	Heart	Play in modified games with others to send and return the ball over a line/net
Work cooperatively with a partner to practise sending and receiving skills		
OAA - Unit 1	Head	Confidently follow a basic map
		Create a simple map

		Make good choices when leading others
	Hand	Attempt beginners competition Speed Stack
		Adapt to use equipment in unconventional ways
		Use correct 1 and 2 footed jumping technique most of the time
	Heart	Stay motivated during challenges such as searching and seeking tasks
		Show sensitivity and respect when working with a blindfolded partner