MTP PE	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 2						
	Topic title – Stretch	Topic title – Jumping	Topic title – Leading.	Topic title – Rolling,	Topic title – Balance	Topic title – Athletics
	and Curl	and Landing	Team games,	forwards, backwards	using large equipment	
			developing tactics	and sideways		Key Knowledge –
	Key Knowledge –	Key Knowledge –			Key Knowledge –	Know that athletics is
	Know that	Know that gymnastics	Key Knowledge –	Key Knowledge –	Know that gymnastics is	the name for a number
	gymnastics is a sport	is a sport in which we	To know team games are	Know that gymnastics	a sport in which we do	of different sports that
	in which we do	do exercises that need	a group of activities in	is a sport in which we	exercises that need	require strength,
	exercises that need	strength, balance,	which players need to	do exercises that need	strength, balance,	endurance and skill.
	strength, balance,	flexibility and control.	work together.	strength, balance,	flexibility and control.	Athletics includes track
	flexibility and	Know in gymnastics,		flexibility and control.	Know in gymnastics, we	and field events.
	control.	we may use lots of	Key Skills –	Know in gymnastics,	may use lots of different	Know that rack events
	Know that in	different skills, for	I understand the terms	we may use lots of	skills, for example	involve running and
	gymnastics, we may	example running,	'opponent' and 'team	different skills, for	running, jumping,	sprinting.
	use lots of different	jumping, balancing,	mate'	example running,	balancing, stretching,	Know that field events
	skills, for example	stretching, bending	I can develop basic	jumping, balancing,	bending and tumbling.	often use skills like
	running, jumping,	and tumbling.	tactics for small team	stretching, bending	Know each part of your	jumping and throwing.
	balancing, stretching,	Travel - Think of the	games	and tumbling.	body and the shapes	Know that someone
	bending and	different ways that you	I can lead others in small	To know that rolling is	that you create. Hold	competing in athletics is
	tumbling.	can travel,	game situations	moving by turning on	moves for at least 5	known as an athlete.
		e.g. running, crawling,		the ground.	seconds.	
	Key Skills –	hopping and sliding.	Key Vocabulary –		Know each part of your	Key Skills –
	I can copy and	Changing direction	Team Building, Team	Key Skills –	body and the shapes	I can set myself targets
	remember actions	makes movements	Games, Communication,	I can copy and	that you create. Hold	to improve my
	I can climb safely on	interesting.	Collaboration,	remember actions	moves for at least 5	performance
	large equipment	Jumping - Keep your	Leadership, Strategy,	I can travel by rolling	seconds.	I can run with control
	I can stretch and curl	chest upright, don't tilt	Respect, Honesty,	forwards, backwards	Know that keeping arms	I can jump with control
	to develop increasing	to one side.	Reflection, Speed,	and sideways	and legs further apart	
	flexibility	-Bend your knees &	Agility, Strength,		helps.	Key Vocabulary –
		spring upwards to	Accuracy	Key Vocabulary –	Know to point toes.	Athletics, Strength,
	Key Vocabulary –	jump high.		Gymnastics, Strength,	Know when taking	Speed, Endurance,
	Gymnastics,	-Try to land without	Fundamental	Balance, Flexibility,	weight on hands, tense	Running, Jumping,
	Strength, Balance,	much noise. Bend your	Movements	Control, Travelling,	stomach.	Throwing, Sprinting,
	Flexibility, Control,	knees.	Underarm Throw	Balancing, Sequence,		Obstacle, Equipment
	Travelling, Balancing,	Landing – As you land	Overarm Throw	Confidence, Feedback,	Key Skills –	Persevere, Hurdling,

	Sequence,	remember to bend	Catch medium ball	rolling, forward roll,	I can hold a position	Distance
	Confidence,	your knees	2 Handed Strike	teddy roll, side roll,	whilst balancing on	
	Feedback, stretch,		Foot Dribble	backwards roll	different points of my	Fundamental
	curl	Key Skills –	Kick		body	Movements
		I can copy and			I can climb safely on	Sprint Run
	Fundamental	remember actions		Fundamental	large equipment	Skip
	Movements	I can climb safely on		Movements		Нор
	Climb	large equipment		Side Roll	Key Vocabulary –	Jump for Height
	Bench Walk	I can jump in a variety			Gymnastics, Strength,	Jump for Distance
	Gallop	of ways and land with			Balance, Flexibility,	
	Side Gallop	increasing control and			Control, Travelling,	
		balance			Balancing, Sequence,	
					Confidence, Feedback	
		Key Vocabulary –				
		Gymnastics, Strength,				
		Balance, Flexibility,			Fundamental	
		Control, Travelling,			Movements	
		Balancing, Sequence,			Balance on 1 foot	
		Confidence, Feedback,			Climb	
		jumping, landing, tuck,			Bench Walk	
		pike, straight				
		Fundamental				
		Movements				
		Jump for Height				
Lesson 1	Floor work – explore	Low level equipment –	Basic movement and	Floor – side rolls, pencil	Floor work - individual	Sprinting
	stretching and curling	think about jumping	spatial awareness.	roll and teddy bear	balance	
		and landing. Start with		rolls.		
	Perform and evaluate	straight jump	Simple team game with	Link movement	Perform and evaluate	
			rules	together in a sequence		
		Perform and evaluate				
				Perform and evaluate		
Lesson 2	Floor work and	Low level equipment –	Movement with a ball	Floor – recap rolls	Floor work – Partner	Throwing and long jump
	introduce some low	explore different ways		learnt so far.	balance	
	level equipment –	to jump making sure	Team game with rules	Now try from standing		
	explore making	landing safely – with	using a ball	into the rolls. Create a	Perform and evaluate	

	shapes with the body to develop flexibility Perform and evaluate	control Perform and evaluate		routine Perform and evaluate		
Lesson 3	Floor work and low level equipment. Make shapes with a partner (pair up matching children to someone with similar flexibility) Perform and evaluate	Low level equipment – introduce different ways to jump. Children explore the different ways to jump Perform and evaluate	Sending skills – rolling Compete as a team (bowling)	Floor – explore rolls and when ready introduce a forward roll. Create a routine with partner linking rolls together Perform and evaluate	Low level equipment – individual balance Perform and evaluate	Hurdles and relay
Lesson 4	Floor work and low level equipment. Make shapes with a partner (pair up matching children to someone with similar flexibility) Link movements together to create a short sequence Perform and evaluate	Low level and med level jump from height (benches and boxes) With a partner explore jumping and landing in a variety of ways. Copy movements Perform and evaluate	Aiming – into a net or hoop Build up to a team game with rules Perform and evaluate	Floor – explore rolls and when ready introduce a backwards roll. Create a routine with partner linking rolls together Perform and evaluate	Low level equipment – Partner balance Perform and evaluate	Throwing and long distance
Lesson 5	Floor work and low level equipment. Make shapes in a small group - mirror (pair up matching children to someone with similar flexibility)	Low level and med level (benches and boxes) With a partner explore jumping and landing in a variety of ways. Link movement together by thing of	Striking – Kicking a ball Build up to a team game with rules	Floor work – in groups link movement together and create a short sequence Perform and evaluate	Large equipment – partner balance. Link balance to create a short sequence Perform and evaluate	Shuttle runs and long jump

	Perform and evaluate	different ways to travel ending with jumping and landing Perform and evaluate				
Lesson 6	Floor work and low level equipment. Make shapes in a small group - mirror (pair up matching children to someone with similar flexibility) Link movements together to create a short sequence Perform and evaluate ASSESS and hand to leader	Low level and med level (benches and boxes) In a small group explore jumping and landing in a variety of ways. Link movement together by thing of different ways to travel ending with jumping and landing Perform and evaluate ASSESS and hand to leader	Sending and receiving Applying all throwing and catching skills. Working as a team Develop strategies and tactics into a game of bench ball	.Floor work – in groups link movement together and create a short sequence Perform and evaluate ASSESS and hand to leader	Large equipment – partner balance. Link balance to create a short sequence Perform and evaluate	Relay and 3 spring jump
Lesson 7	Perform and evaluate		ASSESS and hand to leader		Large equipment – small group balance. Link balance to create a short sequence (include travel and jumping and landing) Perform and evaluate ASSESS and hand to leader	Mixed ASSESS and hand to leader

Lesson 8			