

Year 2 PE

Aut 2
Topic: The Place where

Physical skills:	Game Rules:
Rolling Throwing Jumping Skipping Running Hopping	Marbles Hopscotch Skipping Oranges and Lemons Queenio, Queenio Duck,duck,goose

Key Learning:	Prior Learning:	Sporting icons/ Enrichment Opportunities:
Follow game rules	be confident and safe in the spaces	Links to History, interview Grandparents.
Take turns Teamwork	used to play games explore and use skills, actions and	
improve the way they coordinate and control their bodies and a	ideas individually and in combination to suit	
range of equipment	the game they are playing	
remember, repeat and link combinations of skills		
choose, use and vary simple tactics		

Subject Specific Vocabulary		
Key word	Definition	
Marbles	glass balls used in games	
puggy hole	hole for marbles	
hopscotch	Numbered squares to hop on	
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