## P.E- Lower Key Stage One - Gymnastics Yr1 and Yr2

Pupils should be taught to:	How we do this in Y1	How we do this in Y2	Resources	<u>Vocabulary</u>	<u>Notes</u>
Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and coordination, and begin to apply these in a range of activities	Key vocabulary will be taught at the start of each session and explicitly modelled, review previous session vocabulary where applicable.  - Key body shapes will be modelled and children will copy e.g. star, tuck, pike, arch, dish, straddle, front support back support, focus on holding position  - Children will learn how to link different shapes together, focus on holding position and transition  - Different movements will be modelled e.g. high, medium and low. Children are to copy and create own movements  - Children are to move in different ways on benches/apparatus. e.g.	Continue to embed already taught vocabulary from precious year model where possible as a recap.  Introduce new vocabulary where possible model  - Build on ways of travelling high, medium and low, exploring ways of changing level as they travel – knowing which are easy and which are hard. Focus on smooth transition.  - Model rolls including forward, pencil and teddy bear and how these can help with smoother transition  - Using a wider selection of apparatus, children are to explore different ways of traveling (over, under,	Yr 1  Mats; laminated pictures of shapes  Picture prompts for high medium and low movement.  Benches Low steps/ low level equipment Agility/trestle tables Movement/bala nce spots Hoops  Year 2	Vocabulary Yr1  Shape, star, tuck, pike, arch, dish, straddle, front support back support relaxation, extension, body tension, muscles, strength, jump, roll, balance, travel, control, speed, link, slow, fast, high, low, shape, sequence, pattern, movement, music, timing,  Vocabulary Yr2  Travel, levels, sequence, combine, travel shape, wide, narrow, limbs, jump, roll, forward roll, log roll, transition, curled, twisted, path, zig zag, curved, balance, link, tuck, squat, curl, back, tummy,	Differentiation is not decided by who is SEND, WTS, EXS or GD in other areas, but through outcome, support and carefully selected equipment apparatus to extend/ challenge and support learners  Differentiation for individuals may vary across sessions/ tasks and units of work.  Teaching sequence:  - Warm up  - Review previous learning/ vocabulary  - Clear modelling of new teaching  - Pupil/ group activity  - Review/ re model  - Share- does not have to be whole class could be two groups at a time- use sharing part as teaching points  - Cool down  Please note pupils should be active a minimum of 80% of the session

over, under through, push, pull, slide  - Explicit modelling of how to balance on	through and around changing levels as they move) and balancing using combinations of body parts to create	Laminated prompt cards for balances and travels	knees, tension, tight, muscles, landing, safety,	
different parts of the body e.g hands, feet and foot. Children are to create own balances and then work with a	balances e.g. thin, wide, twisted, curled. This will lead onto building on a partner sequence	Mats Benches Spring boards Agility/trestle		
partner to create balances  - Children are to create	<ul> <li>Explore different travel around and on various pathways including straight, zig-</li> </ul>	tables Balancing beams Gym ladder		
their own sequences ensuring they link 3 different actions together i.e. jump, travel, balance.	zag, curved. Use key skills to travel alone and with a partner.	Climbing frame Rope Balance/ movement		
CRM - he/she can copy stretching movements	- Children are to explore how to step into jump and balance and how to jump and land safely.	spots		
for different parts of the body.  - he/she can balance using his/her hands, feet or seat.	- Children are to jump and perform a shape whilst in the air. Children are to build			
- he/she can copy short movements to combine simple balances. e.g. balance - travel - balance	this into a partner sequence using all pervious skills e.g. travel level, paths, transition, balancing			