P.E- Lower Key Stage One - Send and return Yr1 and Yr2

Pupils should be taught to:	How we do this in Y1	How we do this in Y2	Resources	Vocabulary	<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 throwing techniques to be modelled to the children - Children should begin throwing with an effort to aim for a target - Good communication between children should be encouraged in both pairs and groups	Not taught	Yr 1 Beanbags, hoops, balls, cones, benches, Lesson plans — see PE folder on staffshared Yr 2	Vocabulary Yr1 Overarm, underarm, aim, target, throwing, defender, attacker, pass, opponent Vocabulary Yr2	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
Participate in team games, developing simple tactics for attacking and defending	to indicate their intentions - Children should begin to identify useful spaces for passing and receiving a ball in an attempt to evade defenders				- 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

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- Children should be able to change direction when moving away from a defender			
- Children should be able to send and receive a ball without moving their feet			
- Understand when they are the attacker and when they are the defender		S	
- Some defending skills should be developed through the use of 'shadowing'			
CRM - he/she can pass a ball to			
a partner using his/her			
hands and feet.			
- he/she can move into a			
given space within a game.			
- Chase, stop and control			
balls and other objects			
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such as beanbags and hoops

