



Springfield School



Foxes Class Medium Term Planning for PE Summer 2 Term 2 2024

<p>Topic: Ancient Greeks and The Olympics</p> <p>Games - Invasion, Striking and Fielding, Net & Wall</p> <p>Organisation</p> <p>Competition</p>	<p>PE will be developed in weekly sessions, as well as swimming sessions. Our playtimes and active learning throughout the school day will also contribute to my 2 hours per week.</p> <p>There will be specific planned opportunities to support the children's progress and may be altered to suit the needs of the children during the term.</p>
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<p><u>Lesson 1 'link it'</u> <u>Discuss Sports Day activities.</u></p> <p>What does it mean to be part of a team?</p> <p>How can we support each other?</p>	<p><u>Lesson 2 'learn it'</u> <u>Practice Sports Day activities</u></p>	<p><u>Lesson 3 'learn it'</u> <u>Practice Sports Day activities</u></p>	<p><u>Lesson 4 'learn it'</u> <u>Introducing Rounders</u></p> <p>What do we know about rounders? Team work? Fairness?</p> <p>Focus on throwing and catching.</p> <p>Focus on bowling and batting.</p>
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<p><u>Lesson 5 'learn it'</u> <u>Rounders</u></p> <p>Split the class into two groups and model the games of rounders.</p> <p>Play rounders.</p>	<p><u>Lesson 6 'check it'</u> <u>Rounders</u></p> <p>Split the class into two groups and model the games of rounders.</p> <p>Play rounders.</p>	<p><u>Lesson 7 'check it'</u> <u>Rounders</u></p> <p>Split the class into two groups and model the games of rounders.</p> <p>Play rounders.</p>	
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Take the objectives for the LO stickers from this section

<p>Substantive Knowledge (Content)</p> <p>Body awareness is the ability to understand where our bodies are in space and how our bodies move. Spatial awareness is the ability to be aware of oneself in space. It is an organised knowledge of objects in relation to oneself in that given space. Spatial awareness also involves understanding the relationship of these objects when there is a change of position.</p> <p>Resilience is the capacity to recover quickly from difficulties. Pupils should learn to persevere when problem solving, when trying to achieve a difficult goal or when faced with adversity.</p> <p><u>Year 2</u></p> <ul style="list-style-type: none"> • Show a good awareness of others in running, chasing and avoiding games. • Know how to score and keep to rules of simple games. • Sustain energy levels <p><u>Year 3</u></p>	<p>Disciplinary Knowledge (Skills)</p> <ul style="list-style-type: none"> • Use rolling, hitting, running, jumping, catching and kicking skills in combination. • Master basic movements, including running, jumping, throwing and catching as well as developing balance, agility and co-ordination and begin to apply these in a range of activities. • Compete with others and aim to improve personal best performances. <p><u>KS2 - PE</u></p> <ul style="list-style-type: none"> • Follow the rules of the game and play fairly. • Choose appropriate tactics to cause problems for the opposition. • Take part in outdoor and adventurous activity challenges both individually and within a team • Apply and develop a range of skills and link them to make actions and sequences of movement. • Compete with others and aim to improve personal best performances.
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<ul style="list-style-type: none"> • Show control, accuracy and fluency of movement when performing actions on their own and with a partner on both floor and apparatus. • Understand the purpose of the activity and plan actions to solve the problems they are set. • Be determined to improve performance 	
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Progression of Learning

'Link It'	'Learn It'	'Check It'	'Show It'	'Know It'
Previous learning of pupils	Activities provided during lesson Resources	Independent activities linked to lesson Resources	How will the pupils share knowledge during or end of lesson	Retrieve or generalization of learning after lesson