

PE and Games End Points - Year 2

Dance	Gymnastics	Athletics	Team Games	
<ul style="list-style-type: none"> + can repeat a step over a count of 4/8 + can move to a beat / rhythm + can connect movements to a theme 	<ul style="list-style-type: none"> + can travel with varied points of contact with the floor + can adapt the level of shape (high/low) + can link 3 movements / shapes together in a sequence 	<ul style="list-style-type: none"> + can jump over a low hurdle + can vary running speed (run/jog/walk) + can throw overarm AND underarm 	<ul style="list-style-type: none"> + can stop a ball rolling with their feet + can catch balls of various sizes + can gather a bouncing ball + can kick a football with inside of foot + can kick a football hard + can pass a large ball to a teammate 	<ul style="list-style-type: none"> + can for the ball from a space + is aware of how to score points + know and demonstrate the job of a defender + know and demonstrate the job of an attacker + show awareness of how to find space
Other Core skills		Outdoor and Adventurous Activities OAA		Assessment Coaching / Leadership
<ul style="list-style-type: none"> + can hit a ball with a racket / bat + can field a small ball that is moving + can run to a target zone avoiding obstacles + can dodge a moving ball + knows and demonstrates how to get some 'out' in a rounders / cricket style game 		<ul style="list-style-type: none"> + can follow simple instructions to complete a task + can work with a small group + can help others to be successful 		<ul style="list-style-type: none"> + can recall success criteria + can recall other simple teaching points + can check if a partner performs a skill correctly + can recognise skills they are good at