Prior Knowledge & Skills— Early Learning Goals

Negotiate space and obstacles safely, with consideration for themselves and others;

Demonstrate strength, balance and coordination when playing;

Move energetically, such as running, jumping, dancing, hopping, skipping and climbing.

Key Knowledge & Skills

Year 1:

Use different ways of travelling in different directions or pathways.

Run at different speeds.

Year 2:

Use different ways of travelling at different speeds, and following different pathways, directions or courses.

Change speed and direction whilst running.

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	Key Vocabulary		Rı
	Word	Definition	St
	Jogging	Running at a steady (but not too fast) speed so you can run longer distances.	ey Re
	Sprinting	Running at full speed, you can only do this for a short amount of time.	Dr Ho
	Direction	The way you are moving when you run.	Sli
,	Speed	How quickly you are run- ning.	Yo off
	Power	How much force you put into your body	
	Long jump	Seeing how far you can jump	
	High jump	Seeing how high you can jump.	Fı
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Jumping Technique:

Forceful forward and upward swing of the arms.

Legs straighten in the air.

Ankles, knees and hips bend on landing.



Running Technique—Longer Distances

teady head and look straight ahead (head and yes up).

elaxed jaw for easy breathing.

rop and relax shoulders.

old yourself upright; don't drop at your waist.

lightly cup your hands into a relaxed position.

ean forwards at your ankles, rather than the aist.

our feet should not 'thump' the floor, put push ff lightly.

Future Learning—KS1 Invasion Games

Year 1:

Begin to move at different speeds.

Starts and stops quickly.

Year 2:

Show control and co-ordination when moving at different speeds.

Maintains balance whilst changing direction quickly.