



Subject: PE Topic: Games Making Year Group: Year 2

**What I should already know:**

- To change a game to make it easier or harder
- To work with a partner using different equipment
- Describe what I can see
- Aim at a target and score goals with greater success
- Use a range of skills with greater control
- Play safely with an awareness of others and the need for rules

**Vocabulary:**

Dribble, trap, kick, move, pass, accurate, control., close, side of foot, tap, coordination, consistent, roll, aim, hit, bounce, bat, ball, sideways, opposite, problem/challenge, easier, harder, hoopla, variety, rules, score, hoop, target.

**What I will know by the end of the unit:**

- show awareness of space and others
- roll, kick, throw, catch, aim and dribble with greater control
- work with others in pairs and small groups
- make choices about equipment, targets and space

**Activities I can take part in to achieve my objectives:**

- Partner games – roll, kick, dribble, aim, strike, bounce etc
- Keeping ball in air with/out bats/rackets
- Strike and aim along ground into targets
- Quoit and/or hoop games
- Target games
- Discussions – how can we make games/activities easier/harder?