

YEAR 2

	EYFS	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
Jumping	<p>The three Prime ELGS of Communication and Language, PSED and Physical Development provide the foundations of which all other learning is built upon. Particularly: Gross Motor Skills ELG</p> <p>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.</p>	Jump in a range of ways, landing safely	<p>Perform and compare different types of jumps: for example, two feet to two feet</p> <p>Combine different jumps together with some fluency and control</p> <p>Jump for distance from a standing position with accuracy and control</p>	<p>Use one and two feet to take off and land with</p> <p>Develop and effective take -off for the standing long jump</p> <p>Develop and effective flight phase for the standing long jump</p> <p>Land safely and with control</p>	<p>Learn how to combine a hop, step and jump to perform the standing triple jump</p> <p>Begin to measure the distance jumped</p> <p>Begin to explain how to land safely and with control</p>	<p>Improve techniques for jumping for distance</p> <p>Perform an effective standing long jump</p> <p>Perform the standing triple jump with increased confidence</p> <p>Develop an effective technique for the standing vertical jump</p> <p>Measure the distance and height jumped with accuracy</p>	<p>Develop a technique for the standing vertical jump</p> <p>Maintain control at each stage of the triple jump</p> <p>Perform and apply different types of jumps in other contexts</p> <p>Set up and lead jumping activities</p>

COMPOSITES

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

COMPONENTS

	1	2	3	4	5	6	End Point
	Can I apply an effective jumping technique?	Do I know where, how and why we jump within a game?	Can I link jumps together?	Can I explore different jumps for distance and speed?	Can I extend my knowledge of jumping for distance and speed?	Can I take part in a jumping competition?	Children will be able to apply their knowledge of different jumps and jumping effectively to take part in a jumping competition.
CONCEPTS Link to concept map	COMPETENCE	COMPETENCE	COMPETENCE	COMPETENCE	COMPETENCE	PERFORMANCE	

SKILLS	Identify different type of jumps	Explore and compare different jumps	Combine different jumps together with some fluency and control	Combine different jumps together with some fluency and control	Combine different jumps together with some fluency and control	Jump for distance from a standing position with accuracy and control	Identify, explore and combine different jumps
KNOWLEDGE Jumping.pdf	Children will be able to demonstrate a form of moving where we use our body to propel ourselves off a surface and into the air.	Children will develop an understanding of space and distance when jumping in a game	Children will demonstrate an ability to move from one jump to another without stopping	Children will develop an ability to perform jumps as quickly as possible and improve on distance between one point and another	Children will demonstrate an ability to perform jumps as quickly as possible and improve on distance between one point and another	Children to demonstrate understanding of different jumps to take part in a competition between two teams	Children will be able to work in collaboration with other members of their team to compete in a jumping competition. Children will use their knowledge of distance and speed to perform a range of jumps.
LESSON LINK	Lesson 1.pdf	Lesson 2.pdf	Lesson 3.pdf	Lesson 4.pdf	Lesson 5.pdf	Lesson 6.pdf	
PROGRESSIVE VOCABULARY	jump hop leap land	jump hop leap land	jump hop leap land link space	jump hop leap land link space distance speed	jump hop leap land link space distance speed	jump hop leap land link space distance speed	Articulate and recognise subject specific vocabulary
CURRICULUM EXPERIENCES						Inter-house year group competition	
END POINT	Children will be able to perform an effective jump whilst keeping their head up and landing with bent knees.	Children will be able to perform an effective jump whilst changing the speed or direction.	Children will be able to link two jumps together.	Children will be able to link a hop and a jump to increase the distance of their jump.	Children will be able to link a hop, step and a jump to increase the distance of their jump.	Children will be able to apply their hop, step and jump to a jumping competition.	