

EYFS - PE - Locomotion- jumping

Skipping



Curriculum Objectives

Pupils should be taught to:

Early Learning Goal

Children show good control and co-ordination in large and small movements. They move confidently in a range of ways, safely negotiating space. They handle equipment and tools effectively, including pencils for writing.

Vocabulary Jumping is a form of moving where we use our body to propel Space Space is an open area on the pitch/court that is unoccupied.

Links Across the Curriculum

Maths—Can you measure your jump using steps? Science—Forces; combining horizontal and vertical forces when jumping.

English—vocabulary. Specific words and phrases

Science—functions of the body (respiratory system, cardio-vascular system, function of the skeletal system, muscles). See progression map. PSHE—team work, social skills,, leadership, health and wellbeing.

Lessons Sequence

Jumping

Landing

- 1. To begin to say what jumping is.
- 2. To explore jumping in a variety of ways.
- 1. To begin to say how to jump efficiently. .
- 2. To explore jumping efficiently.
- 1. To begin to say how jumping can be used in games.
- 2. To explore jumping efficiently in games.
- 1. To begin to say how to jump for distance.
- 2. To explore jumping for distance.
- 1. To begin to say how to jump for height..
- 2. To explore jumping for height.
- 1. To begin to say how to hop in a variety of ways (directions, speeds etc)
- 2. To explore hopping in a variety of ways; in different directions, at different speeds and different levels.

Substantive knowledge/Key knowledge

foot to the other with a hop or bounce.

Skipping is a combination of a long step and a hop, stepping from one

Pupils will explore jumping, in different directions, at different speeds and different levels.

Pupils will explore how and why we jump, using our head, arms and feet, applying the basic jumping technique.

Pupils will explore how and why we jump, using our head, arms and feet, applying the basic jumping technique in games.

Pupils will explore how and why we jump, using our head, arms and feet, applying the basic jumping technique, for distance.

Pupils will explore how and why we jump, using our head, arms and feet, applying the basic jumping technique, for height.

The focus of learning is to bring together the suggested sequence of learning into a level 1 tournament.

Disciplinary Knowledge / Skills

Pupils can jump and land safely. Pupils can move into spaces avoiding other pupils. Pupils can adjust their speed and change direction to avoid other pupils. Pupils can jump. Pupils can experiment moving in different ways.

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Pupils can jump and land safely. Pupils can move into spaces avoiding other pupils. Pupils adjust their speed and change direction to avoid other pupils.

Pupils can jump and land safely. Pupils can experiment in different

Pupils can jump and land safely. Pupils can experiment moving in different

Pupils jump and land safely. Pupils can move into spaces avoiding other pupils and the markers. Pupils can adjust their speed and change direction to avoid other pupils and the markers. Pupils can experiment moving in different ways.

Themes

	Pupils explore how to jump and land safely	Pupils can explore how to jump for distance and h	height. To explore hopping.
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ourselves off a surface and into the air.

Landing is how we use our bodies to land after we have left a

surface and jumped into the air. When landing we should land

on two feet, bending our knees to absorb the impact.

Evaluation

Jumping

To express what they have done.

Outcome	Character Traits	Stickability	wow
hildren to learn the fundamental movements f jumping.	Articulate Kindness	Experience	Experience Equipment Outdoors

Diversity in the Curriculum

Shara Proctor—Born in Anguilla and represented Britain, winning Silver at The World Championships at Beijing in 2015.

She also became the first British female to jump over 7m (7.07m)





Year 1 - PE - Locomotion- jumping



Curriculum Objectives

Pupils should be taught to:

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

Jumping Jumping is a form of moving where we use our body to propel ourselves off a surface and into the air. Space Space is an open area on the pitch/court that is unoccupied. Landing Landing is how we use our bodies to land after we have left a surface and jumped into the air. When landing we should land on two feet, bending our knees to absorb the impact. Skipping Skipping is a combination of a long step and a hop, stepping from one foot to the other with a hop or bounce.

Links Across the Curriculum

Maths—Can you measure your jump using steps? Science—Forces; combining horizontal and vertical forces when jumping.

English—vocabulary. Specific words and phrases used.

Science—functions of the body (respiratory system, cardio-vascular system, function of the skeletal system, muscles). See progression map. PSHE—team work, social skills,, leadership, health and wellbeing.

Lessons Sequence Substantive knowledge/Key knowledge Disciplinary Knowledge / Skills Pupils will begin to understand the different reasons when, where and Pupils can change direction to avoid other pupils and markers. 1. To know how to jump in different directions, at different speeds and different levels. why we jump in different ways. Pupils can jump and land safely. Pupils can experiment with moving in different ways. 2. To begin to demonstrate how to jump in different directions, at different speeds and different levels. The focus of learning is for pupils to begin to develop their understand-1. To know how to jump to jump efficiently. Pupils jump using their arm. ing of how to jump efficiently. Pupils will recap how we jump applying Pupils jump bending their knees. 2. To begin to demonstrate how to jump efficiently. the most effective technique using our head, arms and feet. The focus of learning is to explore how jumping affects our bodies and to 1. To know how to apply jumping skills to a game. Pupils encourage the other pupils in their group. Pupils understand why we apply jumping learning to games. may need to jump, hop or leap as far as possible. 2. To begin to demonstrate how to apply jumping skills to a game. Explore different ways of skipping. Pupils can skip forwards, backwards Pupils can skip with a step-hop action, smoothly. 1. To know how to skip. or sideways Pupils can skip high, low, fast and slow. How many other 2. To begin to demonstrate how to skip. ways can pupils skip? Pupils keep their head up when they skip. Develop pupils understanding of why we need to skip and jump in space. Pupils bend their knees when they skip. 1. To know how to apply jumping and skipping to a game. Reinforce the importance of staying in a space when we move particu-Pupils understand the consequence in a game. 2. To begin to demonstrate jumping and skipping in a game. Pupils understand why we may need to jump quickly in a game. The focus of learning is to bring together the suggested sequence of 1. To know how to apply their knowledge of jumping into intra-school competitions. learning into a intra-school jumping competition. Pupils show all taught skills like, bent knees, head up, swinging arms. 2. To begin to demonstrate their knowledge of jumping into intra-school competitions.

	Themes				
	Pupils begin to demonstrate they can jump effectively by swinging arms, bending knees and keeping head up. Using the correct technique, pupils begin to jump for distance and height. Pupils are beginning to hop and skip, forwards, backwards and sideways. Pupils beginning to understand why using the correct	;			
Evaluation	To express what they have learnt and what they've done well.				

Outcome	Character Traits	Stickability	wow
Children to learn the fundamental movements of jumping.	Articulate Kindness	'	Experience Equipment Outdoors

Diversity in the Curriculum

Shara Proctor—Born in Anguilla and represented Britain, winning Silver at The World Championships at Beijing in 2015.

She also became the first British female to jump over 7m (7.07m)





Year 2 - PE - Locomotion- jumping



Pupils should be taught to: 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

Jumping	Jumping is a form of moving where we use our body to propel ourselves off a surface and into the air.	Space	Space is an open area on the pitch/court that is unoccupied .
Landing	Landing is how we use our bodies to land after we have left a surface and jumped into the air. When landing we should land on two feet, bending our knees to absorb the impact.	Skipping	Skipping is a combination of a long step and a hop, stepping from one foot to the other with a hop or bounce.

Vocabulary

Links Across the Curriculum

Maths—Can you measure your jump using steps?
Science—Forces; combining horizontal and

vertical forces when jumping.

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English—vocabulary. Specific words and phrases used.

Science—functions of the body (respiratory system, cardio-vascular system, function of the skeletal system, muscles). See progression map.

Lessons Sequence Substantive knowledge/key knowledge Disciplinary Knowledge / Skills Ask pupils to show you all the different ways they can 1. To know and begin to understand how to apply an effective jumping technique. Pupils jump, hop or leap using their arms, keeping knees bent while their jump and hop. What do pupils remember from year 1? 2. To demonstrate how to apply an effective jumping technique. Pupils can jump and land safely. The focus of learning is to consolidate pupils knowledge Pupils keep playing by the rules and accept when they are tagged. Pupils 1. To know and begin to understand how to apply an effective jumping technique in games. of how, where and why we jump in a game. jump, hop or leap using their arms, keeping knees bent while their head is 2. To demonstrate how to apply an effective jumping technique in games. Pupils know why they need to jump, hop or leap with Pupils are able to link two jumps together. 1. To know and begin to understand how to jump and how to jump in combination, into their own ideas for linking jumps. their heads focused forwards. Pupils know how swinging Pupils can jump in different directions. 2. To demonstrate how to jump and how to jump in combination, into their own ideas for linking jumps. their arms help them jump, hop or leap. Pupils can land with their knees bent. Pupils link jumps together. The focus of the learning is to develop pupils' application Pupils are able to link two jumps together. Pupils can jump in different di-1. To know and begin to understand how to jump using different combinations when jumping for distance and speed. of jumping. rections. Pupils can link different jumps together at different speeds and 2. To demonstrate how to understand how to jump using different combinations when jumping for distance and speed. distances. 1. To know and begin to understand how to jump using different combinations when jumping for distance and speed during games. Pupils can link the hop, the step and the jump together. The focus of the learning is to develop pupils' application of linking jumps together. 2. To demonstrate how to understand how to jump using different combinations when jumping for distance and speed during games. The focus of the learning is to bring together the suggest-Pupils apply previously taught skills to learning. 1. To know and begin to understand how to apply their knowledge of jumping into competitions. ed sequence of learning into a level 1 tournament 2. To demonstrate how to apply their knowledge of jumping into competitions...

Themes				
Jumping	Pupils demonstrate that they can jump effectively by swinging arms, bending knees and keeping head up. Using the correct technique, pupils jump for distance and height. Pupils demonstrate that they can hop and skip, forwards, backwards and sideways. Pupils are able to link jumps together. Pupils understand why using the correct jumping technique is important.			
Evaluation To express what they have learnt and what they've done well.				

Outcome	Character Traits	Stickability	wow
Children to learn the fundamental movements of jumping.	Articulate Kindness	Experience	Experience Equipment

Diversity in the Curriculum

Stef Reid is a British Paralympic long jumper and sprinter. She is a world champion, triple Paralympic medallist and five-time world record holder. Stef also has a degree in biochemistry as well as being the first amputee to walk The London Fashion Week Catwalk.

