Year 2 Medium term plan 26/27 - Autumn

Week Commencing	Activity	Focus
7/9/26 14/9/26	Agility, balance and co-ordination. Pacing – gears.	Develop FUNdamental movement skills. Teach running a skill.
21/9/26 28/9/26	Agility, balance and co-ordination. Pacing – mini bronco.	
5/10/26	Skips and hops. Throwing – messy bedrooms.	**Body control and awareness** Develop agility, balance and co-ordination through chasing and avoiding games. Teach and develop footwork patterns such as multi-directional bounds/jumps, skips and hop scotch. **Gross motor skills** Main focus on throwing. Secondary focus on catching and striking. All lessons have a running component.
12/10/26	Bounces and hops. Throwing – wild west.	
19/10/26	Bounces/hops->hop scotch. Throwing – treasure chest.	
26/10/26	Skips and hop scotch. Throwing – pirate ships.	
2/11/26	Rubix cube – dynamic balance. Striking – Whack it back.	
9/11/26	High Knees and Heel Flicks Throwing – Hit the target	
16/11/26	Innies and outies – agility. Throwing/striking – Maze runner.	**Body control and awareness** Further develop agility, dynamic balance and co-ordination through chasing and avoiding games. Co-ordinating body parts to move equipment e.g. ball.
23/11/26	Shark attack – agility. Power ball (Gladiators) – agility.	
30/11/26 7/12/26	Tennis ball challenges – co-ordination. Guardians of the galaxy – sending skills.	

14/12/26	Christmas Festival Games	**<u>Gross motor skills</u>** Main focus on sending skills. Secondary focus on catching. All lessons have a running component.
04/01/27 11/01/27	Ball tag + reverse ball tag – co-ordination. Whack a mole – striking skills.	
18/01/27	Capture the flag – co-ordination. Clear the goal – sending skills.	
25/01/27	Team tag – agility. Hit the target – sending skills.	
01/02/27 08/02/27	Team tag – agility. Simplified handball – travelling skills.	