



Physical Education

Locomotion Year 2

Unit Purpose

The unit of work will challenge pupils to apply their **knowledge** of how, where and why to **dodge**.

Pupils will learn the roles of **attacking** and **defending** and start to **understand** when we attack and when we defend while using their dodging skills.

Inspire Me

Did you know... that the foot and ankle are made up of 26 bones, 33 joints and over 100 muscles, tendons and ligaments. Every time you take a step your body uses over 200 different muscles!



Key Success Criteria

- (P)** Pupils will be able to dodge, applying the correct technique to ensure maximum efficiency. Pupils will run, dodge and stay in a space avoiding the defenders.
- (C)** Pupils will demonstrate a strong understanding of how, where and why to dodge and apply this understanding in game situations.
- (S)** Pupils will develop life skills such as gratitude and fairness as they support their team members, play by the rules and congratulate others.
- (W)** Pupils will develop life skills such as honesty and self belief as they strive to dodge effectively and keep the score in their games.

Vocabulary for Learning

Attacker: We are considered an 'attacker' when we or our team are in possession of the ball or we are trying to avoid a defender to score a point. The aiming of the game for the attackers is to score as many points as possible.

Defender: We are considered a 'defender' when we are not in possession of the ball or we are trying to tag an attacker. The aim of the game for the defenders is to prevent the opposition (attackers) from scoring.

Space: is an open area on the pitch that is unoccupied by a defender or the defending team. The attackers need to identify an open space to run into to avoid being tagged by a defender.



Sport Specific Vocabulary

Dodge: is a method of moving quickly by an attacker, from one side to the other to avoid being tagged by a defender.

Tagging or Tag: is the method applied by the defending team to stop an attacker from moving.

