



Weekly Learning
Year 2 W/C: 19.06.23
Healthy Week

P.E.

Learning Objectives: Send/Receive Equipment and React/Respond

- Perform a range of skills and link two movements together
- Perform a sequence of movements with control over direction and speed



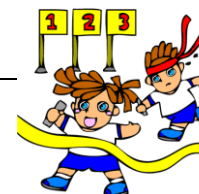
Take part in races and events, understand that there are winners and runners up

This week children will come to school in suitable P.E. clothes every day.

Activities

We are taking part in different active events for Healthy Week.

We will begin our week with a Healthy Heroes Assembly. We will find out about all the exciting activities planned and how we can all become a 'Healthy Hero'.



Dodgeball Workshop

- Listen carefully to instructions
- Work with a partner / team
- Taking Turns

KS1 Sports Day - 10.15-11.15

- Using a hockey stick to dribble a ball around cones.
- Jumping over small hurdles and adding items of clothing e.g a hat and waistcoats in between the hurdles
- Running with bean bags and throwing them in a hoop.
- Balancing a ball on a small bat.
- Running race.

Archery Workshop



- Listening carefully to instructions
- Holding the bow correctly
- Using the arrows correctly
- Taking turns

Skipping Workshop



- Listening carefully to instructions
- Holding the skipping rope correctly
- Instructor will model how to jump over the rope and how to turn the rope

Whole School Skipping Show KS1 Playground

Bollywood Dance Workshop

- Listening to the music
- Listening carefully to instructions
- Following sequences of movements.
- Remembering the different sequences and completing a dance.



**Whole School Dance
Finale and
Festival of Colours Celebration**

Children will also:

- Complete a mile a day



- Wake and shake activity every day



English

Activities

Activity 1

- Talk about an experience you have had recently - at school this will be an activity we do in Healthy Week (Bollywood dancing, Archery workshop, Skipping workshop, Sports Day) and remember what you did. Using some photos could help jog your memory.
- Think about the order of the events and say what happened first – you could do a simple timeline with pictures on or put post it notes in order to help you remember.
- Use words such as First / Then / Then / After that / Finally

Activity 2

- Using your own or the class plan, write a recount of your experience.
- Remember to start some of your sentences with the 'time' order words to show us when each thing happened.

Maths

Activities

You will need: Some sports equipment to throw, roll, kick
Some hoops, buckets or circles to aim into
Skipping ropes or hula-hoops
A timer (sand-timer)
Clipboard and pencil / Whiteboard and pen

Activity 1: Using a 1 minute / 2 minute / 5 minute timer

Work with a partner or in a team to see how many times IN A MINUTE:

- Throw and catch a ball
- Score goals
- Throw bean bags into a hoop or bucket
- Run around a short obstacle course
- Roll a quoit to each other
- Jump over a skipping rope
- Jump through a hula hoop

Record of how many your team did.

- Keep working on using capital letters, full stops, finger spaces and adjectives consistently.

Activity 2: Keeping the Score

Find some containers/mats/hoops that you can aim objects into.

Arrange these targets between 3 and 5 metres away.

Give each target a 'score' of between 1 and 10.

Make a scoreboard.

Take turns in your team to throw into the targets and score.

When the game is finished, work together to add up the total of the scores.

R.E.

P.S.H.E.