

#### **Unit Purpose**

The unit of work will challenge pupils to apply their prior learning of how to jump and use this to jump in combination and link jumps.

Pupils will continue to develop their ability to apply jumping in games.

### Inspire Me

Year 2

Learning

Journey

The mens world record for the triple jump (hop, skip and a jump) is held by by Jonathan Edwards, who jumped 18.29m in 1995. The womens world record is held by Inessa Kravets, who jumped 15.50m in 1995.

Jumping Competitions

**Self Discipline** 

**Consolidate** Jumping

**Imagination** 



# **Key Success Criteria**

- Pupils will consistently apply the correct technique for jumping. Pupils will accurately apply their jumping skills in combination and also within games.
- $({f c})$  Pupils will demonstrate a strong understanding of why, when and where we jump in a game and apply imagination and creativity to their jumping.
- (s) Pupils will develop their ability to give and receive feedback concerning the jumping technique showing fairness and empathy to others.

#### (**w**) Pupils will consistently apply life skills such as self belief and honesty as they play within the rules of the game and jump confidently. **Transition** Cooperation to Year 3 Jumping for distance: Standing Long Jump Jumping combinations **Self Belief Empathy Develop** Jumping Jumping Competition

# **C** Vocabulary for Learning

Jumping: is a form of moving where we use our body to propel ourselves off a surface and into the air.

**Distance:** is defined as the length of space between two points. This might mean how far an athlete has jumped.

Space: is an open area within the playing area that is unoccupied by a defender or the defending team. When jumping we need to identify open spaces to jump into to avoid other pupils.

Attacker: We are considered an 'attacker' when we are trying to move into space to avoid being caught by a defender.

**Defender:** We are considered a 'defender' when we are trying to catch an attacker.



## **Sport Specific Vocabulary**

**Speed:** Is the ability to move all or part of the body as quickly as possible.

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.



**Linking** Jumps

Jumping for distance:

Standing Triple Jump

combinations