

# How Far Can You Go?

## Year 2

# 1,2,3 Numeracy

**Subject Focus:** Measuring

### ★ Athletics

### Objectives Pupils will learn to:

- estimate, compare and measure lengths, choosing and using standard units (m, cm) and suitable measuring instruments
  - read the numbered divisions on a scale, and interpret the divisions between them (e.g. on a scale from 0 to 25 with intervals of 1 shown but only the divisions 0, 5, 10, 15 and 20 numbered)
  - answer a question by collecting and recording data in lists and tables; represent the data as block graphs or pictograms to show results; use ICT to organise and present data
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- ★ demonstrate the five basic jumps on their own e.g. a series of hops, and in combination e.g. hop, one-two, two-two, showing control at take-off and landing
  - ★ throw with increasing accuracy and coordination into targets set at different distances
  - ★ demonstrate a range of throwing actions using a variety of games equipment
  - ★ use different techniques, speeds and effort to meet challenges set for running, jumping and throwing.

### Activity

- In pairs the children mark a start line. The children jump from this start line as far as they can and their partner uses a marker to record how far they have jumped by pacing it at the back of their heels or the back of their body if this touches the ground.
- The children estimate how far they have jumped.
- The children measure their jumps.
- Talk to the children about how they might jump further i.e. swing arms, crouch and explode etc.
- The children try out all these ideas and record their jumps each time.
- The children can then record their results on a simple block graph.
- The children can repeat the activity throwing various objects e.g. small/ large balls, bean bags, soft javelins etc.

Get moving,  
Get learning

