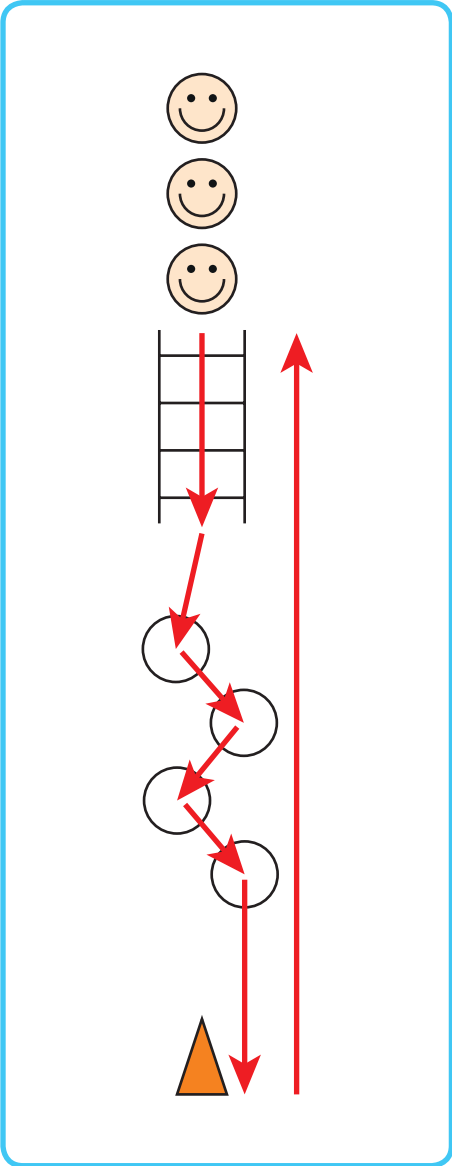
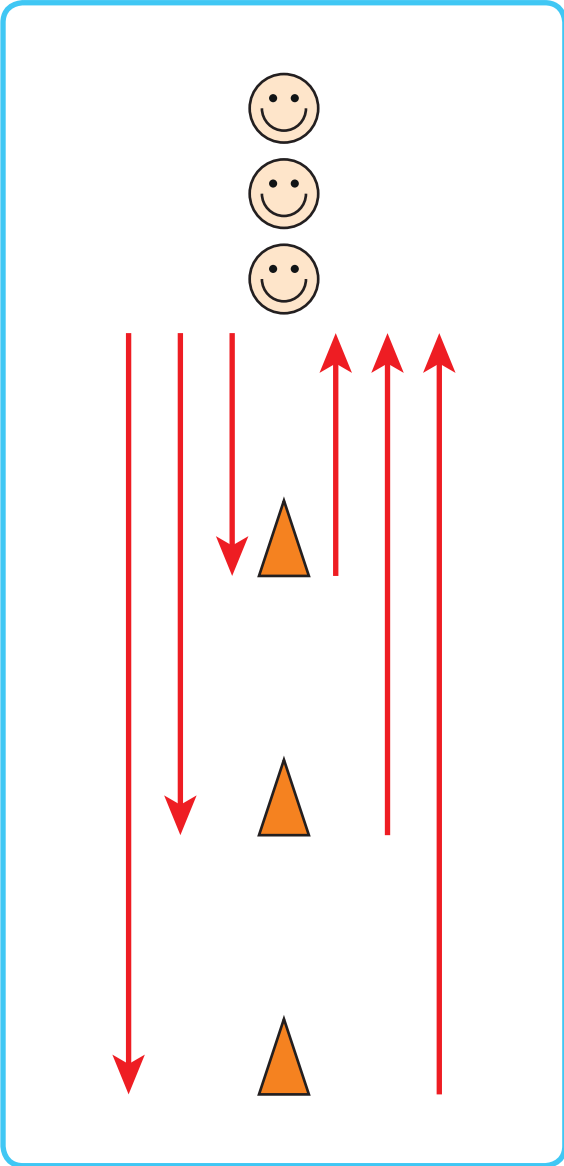
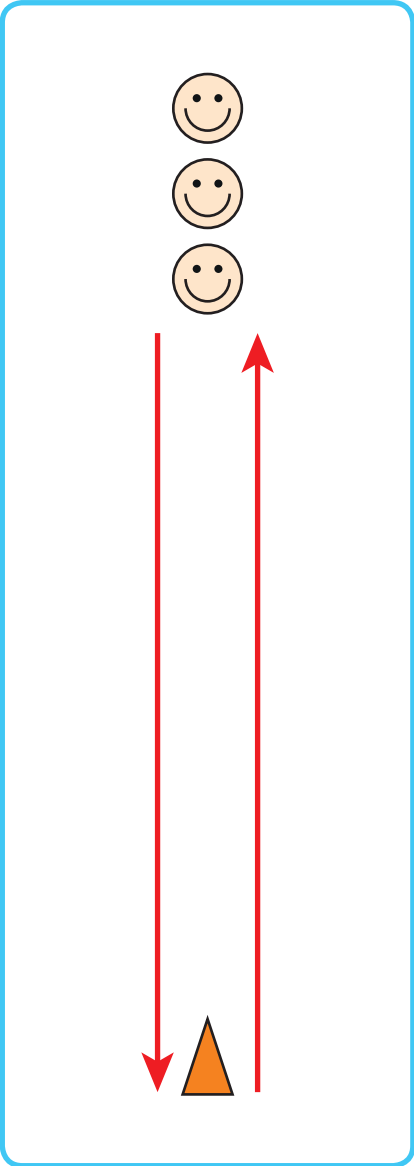







# RESOURCE CARD: INFANT AGILITY: YEAR 2

RELATES TO: WEEK 1

## MAIN LESSON: RELAY RACES



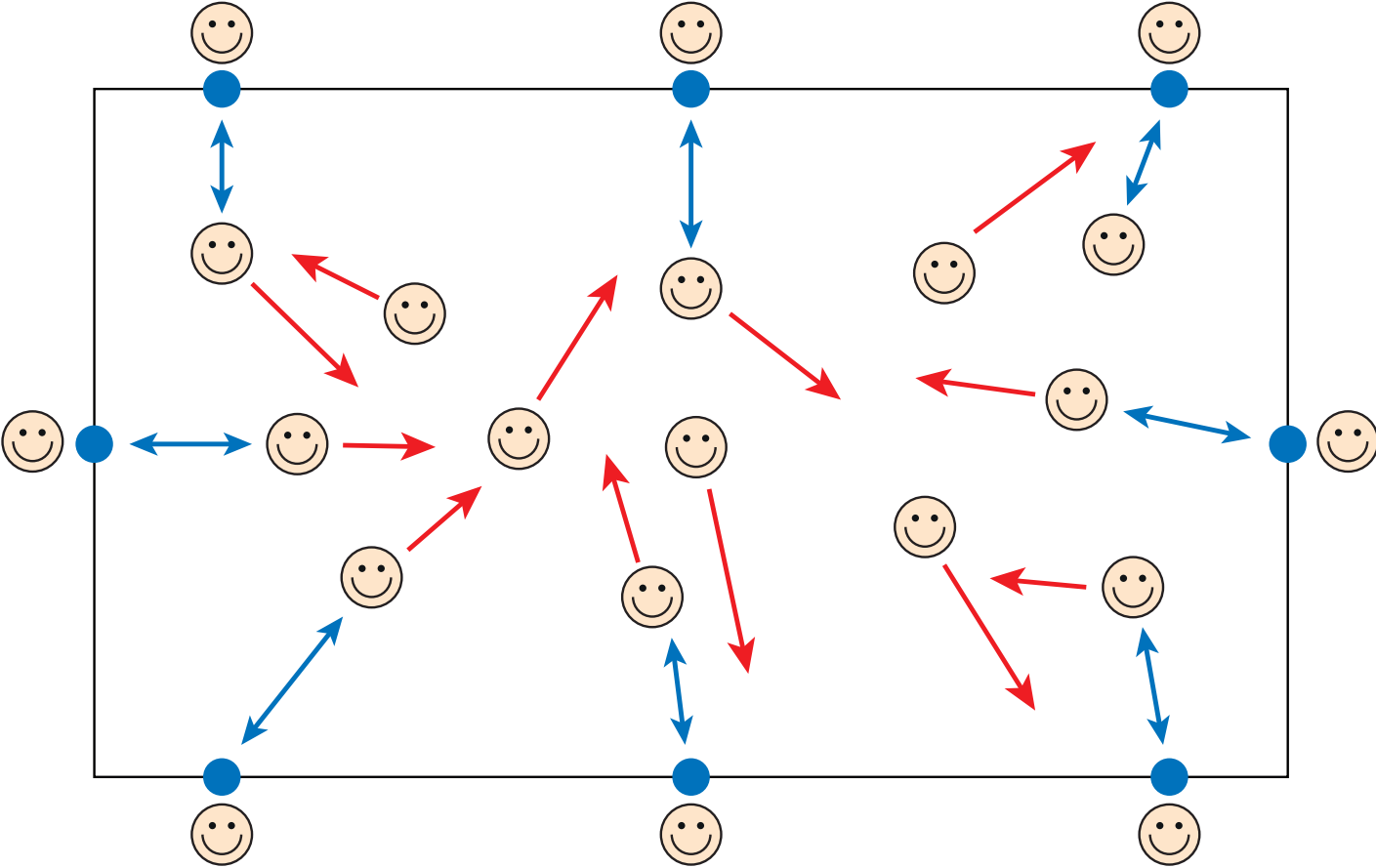
**KEY**

-  Player
-  Cone
-  Where the player moves to
-  Hoop
-  Ladder

# RESOURCE CARD: INFANT AGILITY: YEAR 2

RELATES TO: WEEK 2


## GAME / COMPETITION: PASS & MOVE




## KEY

 Player



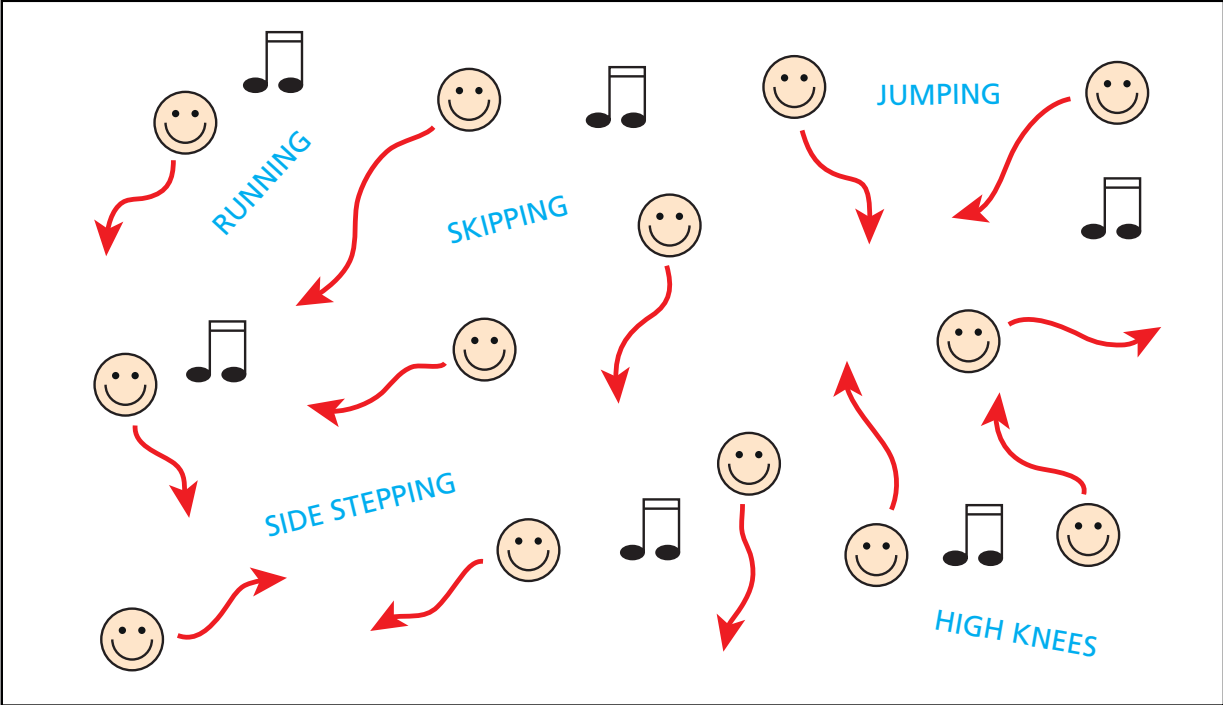
 Where the player moves to

 Where the ball moves to

# RESOURCE CARD: INFANT AGILITY: YEAR 2

RELATES TO: WEEK 3

## GAME / COMPETITION: MUSICAL STATUES



## KEY



Player



Where the player moves to

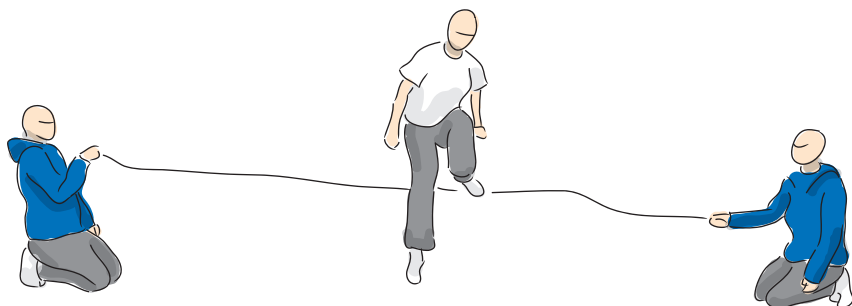
# RESOURCE CARD: INFANT AGILITY: YEAR 2

RELATES TO: WEEK 4

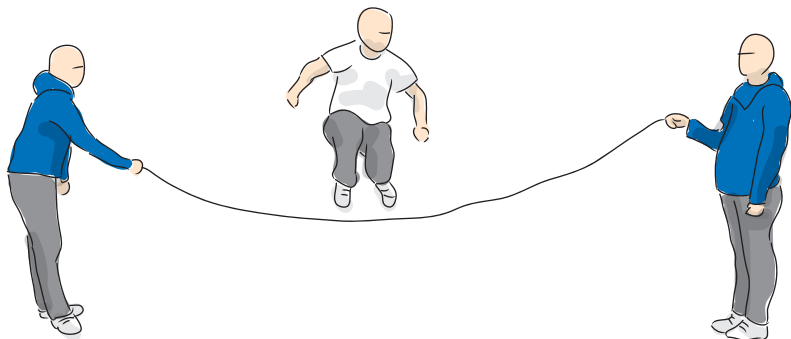
## MAIN LESSON: CROCODILE GAME



Wiggle the skipping rope to make it look like a crocodile. Students jump over the skipping rope without being caught by the crocodile.



Swing the skipping rope gently side-to-side and students need to jump over the skipping rope.



Swing the skipping rope around and students need to jump over the skipping rope without it touching them, and run out the other side.

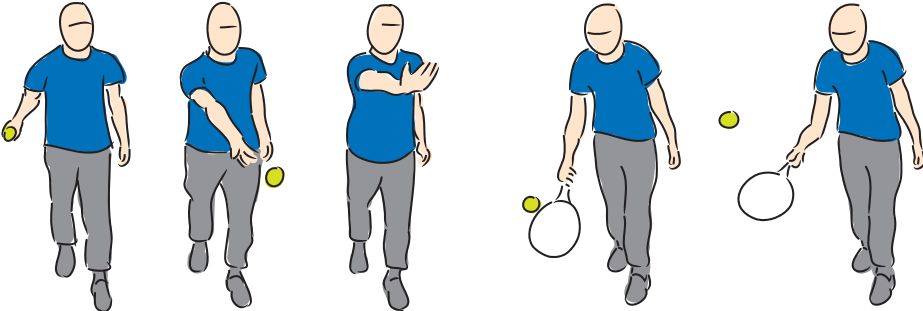
# RESOURCE CARD: INFANT AGILITY: YEAR 2

RELATES TO: WEEK 5

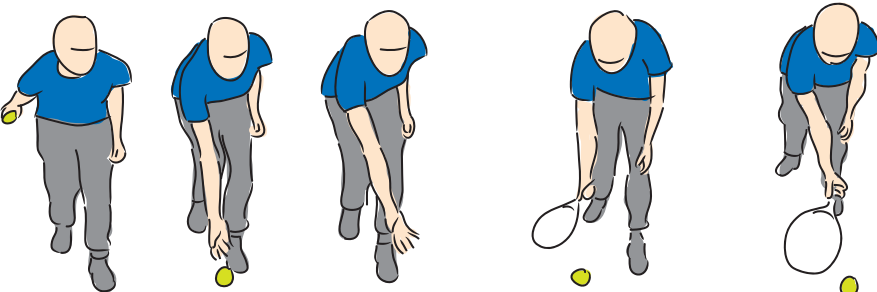
## MAIN LESSON: PASSING IN PAIRS



## THROWING THE BALL AND BOUNCE HIT CATCH



## ROLLING THE BALL WITH AND WITHOUT RACKET



## KEY



Player



Ball



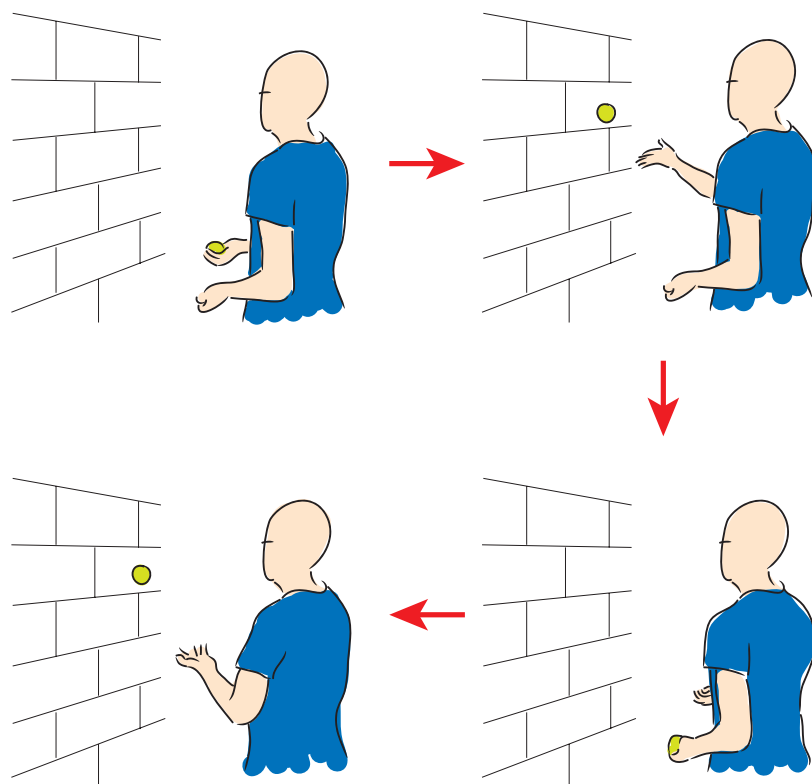
Where the ball moves to

# RESOURCE CARD: INFANT AGILITY: YEAR 2

RELATES TO: WEEK 6

MAIN LESSON: CATCHING

## CO-ORDINATION WALL THROW



## CLAP AND CATCH

