



Holy Family Catholic Primary School

Summer Term Overview



Upper Key Stage 2 – Years 5 and 6

Computing		Music	PE			
Video Game Music Composer	News Reporter and Podcaster	Instruments	Cricket 3a	Athletics 3a	Rounders 3b	Athletics 3b
<p>What is a Music Composer?</p> <p>What is a brief?</p> <p>How is digital music made?</p> <p>What is an audio loop?</p>	<p>What is a podcast?</p> <p>How do I listen to podcasts?</p> <p>How do children benefit from making a podcast?</p> <p>How do I make a podcast?</p> <p>What can I put in a podcast?</p> <p>How can I publish a podcast?</p>	<p>To sing and play musically with increasing confidence and control</p> <p>To play and perform in solo and ensemble contexts using their voices and playing musical instruments with increasing accuracy, fluency, control and expression.</p> <p>To improvise and compose music for a range of purposes</p> <p>To use and understand staff and other musical notations</p> <p>To listen with attention to detail and recall sounds with increasing aural memory</p>	<p>To throw and bowl in different ways.</p> <p>To play shots that allow the ball to be hit in different areas on the field into spaces.</p> <p>To retrieve, catch, intercept and to stop a ball when fielding.</p> <p>To use skills and tactics to outwit opponents when fielding.</p> <p>To use skills and tactics to outwit opponents when batting.</p> <p>To participate in competitive games.</p>	<p>Use the correct combination of jumps to complete the triple jump.</p> <p>To compete in long distance running.</p> <p>To compete in short distance races.</p>	<p>To throw and bowl in different ways.</p> <p>To play shots that allow the ball to be hit in different areas on the field into spaces.</p> <p>To retrieve, catch, intercept and to stop a ball when fielding.</p> <p>To use skills and tactics to outwit opponents when fielding.</p> <p>To use skills and tactics to outwit opponents when batting.</p> <p>To participate in competitive games.</p>	<p>To use a run up when throwing.</p> <p>To practise to improve throwing distance.</p> <p>To use a run up when jumping.</p>