



Holy Family Catholic Primary School

Computing, Music & PE Summer 3B Overview

Key Stage 1 – Years 1 and 2			
Computing	Music	PE	
Maths Madness	Timbre and Rhythmic Patterns (Theme Fairytales)	Rounders Focus	Cricket Focus
<p>What is a QR code?</p> <p>How do you scan a QR code?</p> <p>How do you make a video?</p> <p>How do you share a video?</p> <p>How do you use Seesaw?</p>	<p>To use voices expressively to speak and chant.</p> <p>To select suitable instrumental sounds to represent a character.</p> <p>To compose and play a rhythm.</p> <p>To recognise how timbre is used to represent characters in a piece of music.</p> <p>To keep the pulse using untuned instruments.</p>	<p>Perform a range of catching and gathering skills with control</p> <p>Catch with increasing control and accuracy</p> <p>Hit a ball with increasing control and accuracy</p> <p>Apply skills and tactics in small sided games</p>	<p>Perform a range of catching and gathering skills with control.</p> <p>Catch a ball with increasing control and accuracy.</p> <p>To throw a ball at a target</p> <p>Hit a ball with increasing control and accuracy.</p> <p>Show good awareness of others when in a game situation</p> <p>Choose the correct skills and tactics to meet a challenge</p>