Holy Family Catholic Primary School
Computing, Music & PE Spring 2A Overview

Key Stage 1 – Years 1 and 2			
Computing	**Music**	**PE**	
Making Games (Information Technology)	**Orchestral Instruments (Theme: Traditional Western Stories)**	**Netball**	**Football**
What are coding blocks? What is a repeat loop? Can you turn code into an algorithm? Can you create an algorithm and program to solve a problem? Can you create a game with Scratch Jr? Can you code your own game?	To listen to and analyse an orchestral version of a traditional story, To listen to and analyse a film musical version of a traditional story. To select appropriate sounds to match events, characters and feelings in a story. To write a play script and select appropriate musical sounds to accompany it. To perform a story script with accompanying music.	Send a ball towards a target. To shoot successfully at a goal. To explore different ways to use and move with a ball. Show control of the ball with basic actions. Develop catching and gathering skills. To send a ball in different ways. Show control and accuracy when rolling a ball. To use skills in different ways in different games.	Explore different ways to move with a ball. To move fluently, changing direction and speed. To recognise space in games and use it to advantage. Show control of a ball with basic actions (rolling, kicking and carrying) Explore different ways to use and move with a ball. To stop a ball using the foot. Apply skills and tactics in simple games.