

Holy Family Catholic Primary School Computing, Music & PE Summer 3B Overview



Lower Key Stage 2 – Years 3 and 4			
Computing Game Designers (Information Technology)	Music Samba and Carnival Sounds and Instruments (Theme: South America).	PE	
		Rounders	Cricket
 (Information Technology) What is a video game? What makes a good video for game? How can you program a computer game? What is a flowchart? Can you create programs in Scratch? Can you add improvements to programs in Scratch? 	 and Instruments (Theme: South America). To recognise and identify the main features of samba music. To understand and play syncopated rhythms. To play syncopated rhythms as part of a group. To compose a basic rhythmic break. To perform rhythmic breaks within the samba piece. 	Rounders Intercept and stop the ball consistently when fielding. Throw a ball over increasing distances. Catch a ball with increasing consistency. Hit a ball with increasing control from a tee towards a target. Employ simple tactics in game situations.	 To intercept and stop the ball consistently. Throw a ball over increasing distances. Catch a ball with increasing consistency. Use the correct technique to hit a ball from a tee with increasing control. To employ simple tactics in game situations. Choose fielding skills to make it difficult for an opponent