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

Lower Key Stage 2 – Years 3 and 4			
Computing	**Music**	**PE**	
Game Designers (Information Technology)	**Samba and Carnival Sounds and Instruments (Theme: South America).**	**Rounders**	**Cricket**
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?	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 compose a basic rhythmic break. To perform rhythmic breaks within the samba piece.	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