



Holy Family Catholic Primary School

With Christ at our Centre, we live, love and learn together, reaching out to all.

Only our best is good enough!

Computing, Music & PE – Spring 2B Overview

Upper Key Stage 2 – Years 5 and 6			
Computing	Music	PE	
Crossy Roads (Computer Science)	Ukulele	Tennis	Badminton
What is code? How do we make game graphics? How can we create a program to move a character? How do collision commands work? How can we use variables in a program? How can you make your game even better?	Play 4 chords Crotchet/quaver strumming patterns Sing songs over simple chord changes	To demonstrate a good ready position and fast paced movements To vary shot selection – speed, height, direction. To play shots on the forehand and backhand side of the body. To use a variety of different shots, and serves, hitting with increasing consistency. To employ some tactics in games. To participate in a successful rally.	To be able to hit a shuttle with good stance and grip on both forehand and backhand side. To adopt a good ready position. Vary shot selection: height, speed and depth of hitting. Improve consistency of shots in longer rallies Move fluently, changing direction and speed. Use different racket skills and types of movement during a competitive or cooperative rally.