

PE

Invasion Games: Football

Throw objects accurately as part of a small team game. Call receivers name, pass to a team mate. Catch objects as part of a small team game. Move to receive object.

Change direction when travelling using pivoting. Move in different directions safely with speed (forwards, backwards, sidestep) when travelling quickly as part of a game, e.g. tails, stuck in the mud. I can maintain a safe space while working.

Develop and use simple tactics for attacking and defending within a game of 3 or 4. Know how to play fairly with others. Develop enjoyment of games, regardless of the outcome.

I can observe, describe and begin to explain the effects of physical activity on my body. I know that when I exercise my heart beats faster and this helps to keep me fit.

Striking and Fielding Games: Tennis and Cricket

Throw objects accurately as part of a small team game. Call receivers name, pass to a team mate. Catch objects as part of a small team game. Move to receive object.

Change direction when travelling using pivoting. Move in different directions safely with speed (forwards, backwards, sidestep) when travelling quickly as part of a game, e.g. tails, stuck in the mud. I can maintain a safe space while working.

Develop enjoyment of games, regardless of the outcome.

Dance

Perform dances using simple movement patterns. Know and perform some common dance moves with others.

Dance units - Dancing Around the World, Our World.

Art and Design

Develop a wide range of art techniques in using colour, line, shape and form.

Colour wash to create background colour and colour and detail - background wash

Different textured materials can create a 3D effect - collage of African Art silhouette picture, rainforest collage picture. Use different materials and techniques effectively to create pictures. Collage Select, cut, glue and manipulate (e.g. scrunch up paper) different materials to create different texture, shape and form

Know about the work of a range of artists - Wassily Kandinsky and Henri Rousseau.

RE -Stories

Learning about the meaning behind fables, the stories Jesus told, and stories from other faiths.

Understand that some stories have a moral, an inner meaning or a message.

The story of Baisakhi and the meaning behind it.

Music

Develop knowledge of tempo, pitch and dynamics.

Listen with concentration and understanding to a range of high-quality live and recorded music. - Listen to songs from around the world. (Music Workshop).

Use their voices expressively and creatively by singing songs, chants and rhymes.

History

Know facts about significant people beyond living memory -Robert Falcon-Scott discovering Antarctica, Christopher Columbus.

Begin to order events in a historical story using dates.

Understand some of the ways in which we find out about the past and identify different ways in which it is represented.

Find out about the past from different sources - video footage, newspaper articles, eye witness statements, photographs.

Computing

Give instructions to a partner to follow using directional language. Give and follow written instructions. Program a beebot to do a task. Look at someone else's program and tell you what will happen. Use programming software to make objects move.

Watch a program execute and spot where it goes wrong so that I can debug it.

Describe what actions I will need to do to make something happen and use the word algorithm.

Know the order things need to be done in in order to make something happen and talk about this as an algorithm.

PSHE - Dreams and goals

Stay motivated when doing something challenging.

Keep trying even when it is difficult - persevering.

Work well with a partner or in a group and cooperate to create an end product.

Have a positive attitude.

Help others to achieve their goals.

Choosing a realistic goal and think about how to achieve it.

Work hard to achieve their own dreams and goals.

Value: Cooperation