BISHOP LONSDALE CHURCH OF ENGLAND PRIMARY SCHOOL AND NURSERY

BECOMING INDEPENDENT SUCCESSFUL HONEST OPEN-MINDED PEOPLE

Year 5 Medium Term Plan

Week	PE 1	PE 2	Music	PSHE	Computing
National Curriculum	**Invasion games: Netball** Pupils learn to: • netball rules • use a range of passes • pass and catch accurately • marking and intercepting • shooting techniques • play different roles within a team • use match strategies • show spatial awareness • play netball matches of various team sizes • use teamwork and communication • show respect and sports values.	**Swimming** Pupils learn to: • swim competently, confidently and proficiently over a distance of at least 25 metres • use a range of strokes effectively [for example, front crawl, backstroke and breaststroke] • perform safe self-rescue in different water-based situations.	**Charanga Music Scheme: Livin' On A Prayer** Pupils learn about: • History of music focused on rock. • Listen and appraise the song Livin' On A Prayer and other classic rock songs. • Playing instrumental parts using recorders and glockenspiels. • Performing as a group and individually.	**Relationships** Pupils learn about: • Belonging & inclusion • Understanding difficult feelings: excluding • Understanding difficult feelings: resentment • Understanding difficult feelings: ashamed • Peer pressure • Positive play & responding to disagreements • Teamwork & win-win scenarios.	**Programming efficiently:** Pupils learn to: • Use procedures to create a repeated action in a program to make it more efficient. • Use procedures in Scratch programs and to control a floor robot. • Plan and design maze games in Scratch, with backgrounds and moving sprites that interact. • Use if/then commands, repetition loops and procedures to make our game programming more efficient.
Week 1	**Lesson 1:** • netball rules • pass and catch accurately.	Weekly swimming lesson led by coaches.	**Lesson 1:** Listen and appraise: identify the structure.	**Lesson 1:** Belonging & inclusion.	**Lesson 1:** Understand procedures and create a repeated action in a program.

Week 2	**Lesson 2:** • use a range of passes • use marking and intercepting.	Weekly swimming lesson led by coaches.	**Lesson 2:** Listen and appraise: identify instruments / voices.	**Lesson 2:** Understanding difficult feelings: excluding.	**Lesson 2:** Use procedures to program a Probot to perform repeated actions.
Week 3	**Lesson 3:** • use shooting techniques	Weekly swimming lesson led by coaches.	**Lesson 3:** Play instrumental parts.	**Lesson 3:** Understanding difficult feelings: resentment.	**Lesson 3:** Explore a maze game in Scratch and plan the gameplay of our own using pseudocode.
Week 4	**Lesson 4:** • play different roles within a team • show spatial awareness • use teamwork and communication • play netball matches of various team sizes.	Weekly swimming lesson led by coaches.	**Lesson 4:** Play instrumental parts.	**Lesson 4:** Understanding difficult feelings: ashamed.	**Lesson 4:** Design our own maze game levels with backgrounds, obstacles and moving sprites in Scratch.
Week 5	**Lesson 5:** • play different roles within a team • show spatial awareness • use teamwork and communication • play netball matches of various team sizes.	Weekly swimming lesson led by coaches.	**Lesson 5:** Play instrumental parts and improvise.	**Lesson 5:** Peer pressure.	**Lesson 5:** Program sprites to move and interact with obstacles, backgrounds and each other in Scratch, using if/then commands, repetition loops and procedures.
Week 6	**Lesson 6:** • use match strategies • play netball matches of various team sizes • show respect and sports values.	Weekly swimming lesson led by coaches.	**Lesson 6:** Play instrumental parts and improvise.	**Lesson 6:** Positive play & responding to disagreements.	**Lesson 6:** Program sprites to move and interact, using if/then commands, repetition loops and procedures.
Week 7	**Lesson 7:** • use match strategies	Weekly swimming lesson led by coaches.	**Lesson 7:** Perform and share. Listen back and evaluate.	**Lesson 7:** Teamwork & win-win scenarios.	**Lesson 7:** Evaluate the gameplay and efficiency of the

	• play netball matches of various team sizes • show respect and sports values.				programming in our maze games.