

PERFORMING ARTS

In Media Arts, children use creativity and imagination to explore new ideas to express themselves. At the end of our learning on investigating media arts, students will:

- create basic media pieces, such as drawing pictures, taking photos, or recording sounds, using simple digital tools and materials.
- explore how images, sounds, and words can be combined to share stories, information, or feelings.
- share their thoughts and preferences about media they see and create, learning how to talk about what they like or notice.

HEALTH & PE

Our focus this term is developing fundamental movement skills and cooperation with students.

Students will be able to:

- Cooperate, share equipment and take turns whilst performing fundamental movement skills such as running, jumping, hopping, dodging and skipping.
- Demonstrate their knowledge of personal strengths, friendships and basic hygiene.
- Explain the purpose of participation, teamwork and safe use of equipment.
- Demonstrate their ability to show curiosity and resilience in group activities.

RECEPTION TERM 2 SPECIALIST OVERVIEW 2026

ITALIANO MAESTRA SELINA

Languages and cultures are a part of identity and build a sense of belonging. Students will continue to share information about themselves using Italian language. Students will develop being community-minded by participating actively in songs, class activities and games.

At the end of our learning students will:

- have created a Mother's Day/Special Person card and write the language structure of a greeting card.
- use simple greetings relevant to the time of the day eg ciao, buongiorno, buonasera, buonanotte.
- use manners for politeness eg grazie, prego, per favore, scusa.
- express how they are feeling and say their age.
- imitate Italian speech in shared oral texts, such as when singing and reciting.

DIGITAL AND DESIGN TECHNOLOGIES

Learners play with simple algorithms and find creative ways to represent step-by-step instructions. By the end of Reception, students will:

- Follow a sequence of simple steps or instructions to complete a familiar everyday task.
- Create a short series of instructions to move a person or a robotic toy, showing resilience if it doesn't work at first.
- Identify when it's important to do things in a certain order, such as steps for handwashing or using an app.
- Identify how a clear order of steps is needed to reach a successful outcome.

YEAR 1 SPECIALIST OVERVIEW TERM 2

ITALIANO – MAESTRA SELINA

Our unit of work is “Andiamo in Italia” (Let’s go to Italy) using the story La Macchinetta Rossa (The Little Red Car).

Students will practise being community-minded by participating collaboratively in group activities and interactions.

At the end of our learning, students will be able to:

- create and write a bilingual Mother’s Day card using the language features of a greeting card.
- listen to and demonstrate understanding of the story with gestures, words or phrases.
- identify and name some famous landmarks and places in Italy on a map.
- construct simple modelled sentences about Italian landmarks.
- respond to games and songs with words and actions.

*Room 1 will only have 8 lessons this term

DIGITAL & DESIGN TECHNOLOGIES

Learners creatively develop and follow algorithms that include branching and iteration. They show resilience by testing and improving their algorithms. Students will:

- Follow sequences of steps to complete tasks that require decisions and repetition.
- Create sequences of steps to solve identified tasks using decisions and repetition, showing resilient problem-solving when needed.
- Recognise that instructions must be specific and in the right order for tasks to work.
- Identify and fix a mistake in a simple set of instructions, showing resilience when things don't work the first time.

HEALTH & PE

After the unit of work on developing fundamental movement skills and cooperation students will be able to:

- Execute fundamental movement skills such as hopping, skipping, throwing and catching through group games and activities.
- Execute simple ball control of various sized balls in group and individual activities.
- Understand simple health concepts such as safe play, relationships at school and wellbeing.
- Demonstrate their ability to show curiosity and resilience in group and individual activities.

PERFORMING ARTS

After our learning in media arts students will build imagination to:

- create a media artwork using photos, short videos, or digital images using basic digital editing tools.
- explore media concepts eg. How images, sounds, and stories are put together to share information or tell a story.
- respond to artworks and express ideas about media they see and experience, such as talking about their favourite characters or scenes.

PERFORMING ARTS

Our focus area this term is creating media artworks. By the end of the term students will:

- plan, create, and present media projects using images, sounds, and text, both individually and as part of a group.
- investigate how media artworks convey messages and feelings, and begin to recognise how choices about images, voice, and music affect meaning.
- reflect and share opinions about media artworks, discussing what they liked and how ideas or emotions were represented.
- justify their imaginations, and make decisions about how to use images, sound, and words creatively in their projects.

HEALTH & PE

After the unit of work on developing fundamental movement skills and cooperation students will be able to:

- Execute fundamental movement skills such as dodging, balancing, and throwing, while participating in small group games to strengthen teamwork, persistence, and fair play.
- Demonstrate curiosity and self-reflection, actively participating in a supportive and inclusive environment.
- Explain safety, positive relationships, and personal wellbeing, while building dispositions such as confidence, resilience, and cooperation.

YEAR 2 TERM 2 SPECIALIST OVERVIEW

ITALIANO MAESTRA SELINA

Our unit of work is "Andiamo in Italia" (Let's go to Italy) using the story La Macchinetta Rossa (The Little Red Car).

Student will practise being community-minded by participating collaboratively in group activities and interactions.

At the end of our learning, students will:

- create and write a bilingual Mother's Day card using the language features of a greeting card.
- locate key information in the text and respond using gestures, images, words or phrases.
- identify and name some famous landmarks and places in Italy on a map.
- construct simple modelled sentences about Italian landmarks.
- respond to games and songs with words and actions.

*Room 10 will only have 8 lessons this term

DIGITAL & DESIGN TECHNOLOGIES

Learners creatively develop and follow algorithms that include branching and iteration. They show resilience by testing and improving their algorithms. By the end of Year 2, students will:

- Follow sequences of steps to complete tasks that require decisions and repetition.
- Create sequences of steps to solve identified tasks using decisions and repetition, showing resilient problem-solving when needed.
- Recognise that instructions must be specific and in the right order for tasks to work.
- Identify and fix a mistake in a simple set of instructions, showing resilience when things don't work the first time.

YEAR 3 SPECIALIST OVERVIEW TERM 2

ITALIANO – MAESTRA SELINA

Our text is Tommaso e Clara - i giorni e il tempo (Tom and Clare - the days and the weather). Students will practise being community-minded by collaborating and contributing to group activities.

Students will:

- express how they are feeling by using a variety of words for emotions and physical states.
- Develop strategies to predict meaning and translate text.
- Acquire vocabulary and expressions about the days and weather.
- Develop pronunciation of sound blends and letter combinations.
- Recognise punctuation and capitalisation rules when writing in Italian.
- Compose text using modelled language.

*Room 9 will only have 8 lessons this term.

DIGITAL & DESIGN TECHNOLOGIES

Learners develop their understanding of algorithms and creatively develop digital solutions, empathising with end users. Students will:

- Identify simple algorithms as instructions for digital systems that use repeating steps (loops) and decisions (if-then statements).
- Describe how comparison operators (like equal to, greater than, less than) can be used to make decisions in algorithms.
- Design and create a digital solution that includes loops and decisions to address an identified need.
- Evaluate how well their algorithm works and use resilience to fix errors and improve it.

HEALTH & PE

After the unit of work on badminton and gameplay awareness & personal health students will be able to:

- Execute simple movement skills related to badminton including serving & rallying.
- Show cooperation, persistence and resilience in a safe and inclusive environment.
- Explore personal wellbeing, build respectful relationships, and make safe and healthy choices.

PERFORMING ARTS

In term 2 our focus is how to express ideas through media arts. Students will:

- Create, plan and produce short media works using digital tools and techniques, including editing images, sound, and text.
- identify different types of audiences and explore how media is created to suit a particular purpose or to communicate specific ideas or messages.
- discuss media projects, reflecting on what was effective and why certain choices were made.
- experiment with different ways of expressing their ideas and use new tools and techniques in imaginative and original ways.

PERFORMING ARTS

The focus this term is media arts and how we can use media to communicate information and ideas.

Students will:

- plan, create, and edit media works (such as photo stories, simple animations, or short films) using a variety of digital tools.
- analyse how combinations of images, sounds, text, and editing techniques are used to influence meaning and communicate ideas to different audiences.
- reflect and discuss their own and others' media pieces, reflecting on what was effective, and giving and receiving constructive feedback.

HEALTH & PE

After the unit of work on badminton and gameplay awareness & personal health students will be able to;

- Execute advanced movement skills in, with a particular emphasis on badminton techniques such as serving, rallying, and basic gameplay.
- Demonstrate dispositions such as cooperation, persistence, curiosity, and fair play in a safe and inclusive environment during all lessons.
- Explore personal wellbeing, build respectful relationships, and make safe and healthy choices.

ITALIANO MAESTRA SELINA

YEAR 4 TERM 2 SPECIALIST OVERVIEW

Our text is Tommaso e Clara - i giorni e il tempo (Tom and Clare - the days and the weather). Students will practise being community-minded by collaborating and contributing to group activities.

Students will:

- express how they are feeling by using a variety of words for emotions and physical states.
- develop strategies to predict meaning and translate text.
- acquire vocabulary and expressions about the days and the weather.
- develop pronunciation of sound blends and letter combinations.
- recognise punctuation and capitalisation rules when writing in Italian.
- compose text using modelled language.

*Room 11 will only have 8 lessons this term

DIGITAL & DESIGN TECHNOLOGIES

Learners develop their understanding of algorithms and creatively develop digital solutions, empathising with end users. By the end of Year 4, students will:

- Identify simple algorithms as instructions for digital systems that use repeating steps (loops) and decisions (if-then statements).
- Describe how comparison operators (like equal to, greater than, less than) can be used to make decisions in algorithms.
- Design and create a digital solution that includes loops and decisions to address an identified need.
- Evaluate how well their algorithm works and use resilience to fix errors and improve it.

YEAR 5 SPECIALIST OVERVIEW TERM 2

ITALIANO – MAESTRA SELINA

We will complete the unit Cosa fai nel tempo libero? (What do you do in your free time?) and then begin the unit Che ore sono? (What time is it?).

Students will practise being empathetic by recognising the responses of others and showing care and understanding when communicating.

At the end of our learning students will be able to:

- compose sentences about their pastimes using present tense verbs and time adverbs.
- convey information of their pastimes and present as a text.
- learn vocabulary and the structure for telling the time in Italian.
- use appropriate sentence structure, punctuation and spelling when writing.
- read and speak with accurate pronunciation.

DIGITAL & DESIGN TECHNOLOGIES

Learners collect, organise, and analyse data using it to identify a need. They use algorithms with branching, iterations, and variables to develop creative solutions.

Students will:

- Identify, collect, and analyse data to investigate a need or problem.
- Present findings using creative and easy-to-understand visuals, such as charts or infographics.
- Create and code a simple digital solution, showing creative thinking through design choices.
- Test, evaluate, and present their digital solution, recognising areas for improvement.

HEALTH & PE

After the unit of work on badminton and gameplay awareness and personal health students will be able to:

- Execute advanced movement skills and strategies in, with a focus on learning and refining badminton skills including serving, rallying, and gameplay tactics.
- Build on opportunities to lead activities and demonstrate fair play and resilience.
- Support others in a safe and inclusive environment, encouraging students to participate confidently and respectfully.

PERFORMING ARTS

By the end of our media arts learning, students will develop creative thinking and:

- develop their ability to plan and produce media projects (such as digital stories, short videos, or podcasts) using a range of digital tools, techniques and production methods.
- explore how media artworks are designed to influence and engage different audiences, analysing the use of images, sound, language, and editing choices.
- discuss, review, and reflect on media projects, considering ways to improve and make creative choices more effective.

PERFORMING ARTS

This term we will focus on how we express our ideas through media arts to grow as creative thinkers and imaginative communicators. Students will:

- plan, script, and produce media works, such as documentaries, news reports, or digital presentations, using a variety of digital tools and editing techniques.
- investigate how media artworks communicate ideas, influence audiences, and represent different viewpoints, developing skills to critically analyse language, images, and sound.
- review their own and others' media projects, reflecting on their creative choices and making adjustments to improve their work.

HEALTH & PE

After the unit of work on badminton and gameplay awareness and tactics students will be able to;

- Execute advanced movement skills specifically related to badminton including scoring and tactics for offence and defence.
- Lead activities and small groups to develop skills and communicate to collaborate in small group activities.
- Participate in a safe, inclusive, and respectful environment, preparing for effective teamwork and responsible sportsmanship.

ITALIANO MAESTRA SELINA

YEAR 6 TERM 2 SPECIALIST OVERVIEW

We will complete the unit Cosa fai nel tempo libero? (What do you do in your free time?). Students will then begin an informative cultural project, completing in term 3.

Students will practise being empathetic by recognising the responses of others and showing care and understanding when communicating.

At the end of our learning students will:

- compose sentences about their pastimes using present tense verbs, time and frequency adverbs.
- convey information about their pastimes and present using their chosen text type.
- use appropriate sentence structure, punctuation and spelling when writing.
- read and speak with accurate pronunciation.
- choose an aspect of Italian culture that interests them, research and create a multimodal presentation to share information.

*Room 15 will only have 8 lessons.

DIGITAL & DESIGN TECHNOLOGIES

Learners collect, organise, and analyse data using it to identify a need. They use algorithms with branching, iterations, and variables to develop creative solutions. By the end of Year 6, students will:

- Identify, collect, and analyse data to investigate a need or problem.
- Present findings using creative and easy-to-understand visuals, such as charts or infographics.
- Create and code a simple digital solution, showing creative thinking through design choices.
- Test, evaluate, and present their digital solution, recognising areas for improvement.

After our learning on ... (media/) students will be able to: