



**Medium Term Plan – Summer Term 1 2026**

	<b>Wright &amp; Peake Class – PE</b> (Get Set 4 PE – Athletics, Alive - Swimming)	<b>Peake Class – Computing</b> (Purple Mash - Coding)	<b>Armstrong Class – PE</b> (Get Set for PE – Badminton, Athletics, Young leader programme and handball)	<b>Armstrong Class – Computing</b> (Purple Mash – Spreadsheets and Google Slides)	<b>Vancouver Class – PE</b> (Get Set 4 PE – Badminton, Athletics, Young leader programme and bowls)	<b>Vancouver Class – Computing</b> (Purple Mash – Google docs/3D modelling)
<b>01.06.2026</b>	<b>Intra-School Festival</b>  <b>Swimming - Lesson 1</b>		<b>Intra-School Festival</b>  <b>Athletics - Area Sports</b>  <b>Year 4 - Young Leaders Programme - Week 1</b>  <b>Year 3 - Play Leaders - Circle Games</b>	<b>Spreadsheets – Lesson 5</b> Solving real-life problems with spreadsheet	<b>Intra-School Festival</b>  <b>Athletics - Area Sports</b>  <b>Year 5 - Young Leaders Programme - Week 1</b>  <b>Year 6 - Play Leaders - Circle Games</b>	<b>Google docs - Working with Images</b>
<b>08.06.2026</b>	<b>Athletics - Lesson 1</b> To move at different speeds over different distances.  <b>Swimming - Lesson 2</b>	<b>Coding – Lesson 1</b> Algorithms	<b>Athletics - Area Sports</b>  <b>Tag Rugby Competition</b>	<b>Spreadsheets – Lesson 5</b> Solving real-life problems with spreadsheet  Transition afternoon	<b>Athletics - Area Sports</b>  <b>Tag Rugby Competition</b>	<b>Tag Rugby Competition</b>
<b>15.06.2026</b>	<b>Athletics - Lesson 2</b> To develop balance.  <b>Swimming - Lesson 3</b>	<b>Coding – Lesson 2</b> Collision detection	<b>Year 5 - Young Leaders Programme - Week 2</b>  <b>Year 6 - Play Leaders - Circle Games</b>	<b>Google slides -</b> To learn how to open slides, add text and change how it looks.	<b>Year 5 - Young Leaders Programme - Week 2</b>  <b>Year 6 - Play Leaders - Circle Games</b>	<b>Google docs - Working with tables</b>

			<b>Year 5 - Young Leaders Programme - Week 3</b>  <b>Year 6 - Play Leaders - Circle Games</b>		<b>Year 5 - Young Leaders Programme - Week 3</b>  <b>Year 6 - Play Leaders - Circle Games</b>	
<b>22.06.2026</b>	<b>Athletics - Lesson 3</b> To develop changing direction quickly.  <b>Swimming - Lesson 4</b>	<b>Coding – Lesson 3</b> Using a timer	<b>Badminton - Lesson 4</b> To develop reaction time, forehand and backhand and grip a shuttle correctly.	<b>Google Slides - To learn how to add slides, change slide designs and insert pictures into a presentation.</b>	<b>Badminton - Lesson 4</b> To further develop footwork and lunging, hand-eye coordination and forehand and backhand grip.  <b>Bowls - Lesson 1</b>	<b>Google docs - Creating a fact sheet.</b>
<b>29.06.2026</b>	<b>Athletics - Lesson 4</b> To explore hopping, jumping and leaping for distances.  <b>Swimming - Lesson 5</b>	<b>Coding – Lesson 4</b> Different types of objects	<b>Badminton - Lesson 5</b> To refine lunging technique and develop hand eye coordination and overarm throwing action.  <b>Handball - Lesson 1</b>	<b>Google Slides - To add animations to pictures and text, and transition between slides.</b>	<b>Badminton - Lesson 5</b> To develop the ability to combine movement patterns and hitting actions.  <b>Bowls - Lesson 2</b>	<b>3D Modelling – Lesson 1</b> Introducing computer aided design
<b>06.07.2026</b>	<b>Athletics - Lesson 5</b> To develop throwing for distances.  <b>Swimming - Lesson 5</b>	<b>Coding – Lesson 5</b> Buttons	<b>Sports Day</b>  <b>Handball - Lesson 2</b>	<b>Google Slides - To create an effective presentation.</b>	<b>Sports Day</b>  <b>Bowls - Lesson 3</b>	<b>3D Modelling – Lesson 2</b> Moving points
<b>13.06.2026</b>	<b>Athletics - Lesson 6</b> To develop throwing for accuracy.  <b>Swimming - Lesson 6</b>	<b>Coding – Lesson 6</b> Debugging	<b>Badminton - Lesson 6</b> To apply all the previously learnt skills to a range of badminton activities.  <b>Handball - Lesson 3 and 4</b>	<b>Google slides - To complete and present a slideshow to an audience.</b>	<b>Badminton - Lesson 6</b> To apply the previous learnt skills to a range of badminton games.  <b>Celebration Assembly</b>	<b>3D Modelling – Lesson 3</b> Designing for a purpose
						<b>3D Modelling – Lesson 4</b>

						Refining and assembling a design
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