

English :

- Create a set of instructions for a game
- Investigate biographies of famous sporting heroes- create 'Quick facts' from the research.
- Explore persuasive writing-eg- Please allow under 18s to take part in the Olympics.

History :

- Investigate the history of various sports: Football, The Olympics, Cricket etc. Write a commentary from the first event.
- Link to biographical studies from English unit.
- Investigate the Colosseum (Rome)

Computing:

- Use Stop Motion Animations to create short sports themed clips.
- Create an Excel database using football players/ team statistics (link to maths)
- Create digital presentations and share on learning platforms.

Maths:

- Teach problem solving through planning a sports event.
- Create charts and tables recording performance / scores in events.
- Explore perimeter and measure through planning out a stadium design.



Get Sporty KS2 Topic Web

Art and DT

- Design a mascot for your school sports day. (Make into 3D model)
- Research the architecture of major sporting stadiums (link this to the Colosseum) .
- Design and build your own model stadium and evaluate it.

Music: Listen and appraise a range of Hits made by football teams. Which do you like best – Why? Pupils to use garage band or scratch to compose their own tunes.

Science:

- Create a 'Get Fit Guide' focusing on the needs of living things.
- Plan investigations to test materials – best trainer grip? Most lightweight running top?

Geography :

- Choose the location of a major sporting event. Pupils will investigate the country and create a short video/ trailer for a visit to the event. They will refer to the physical and human geography of the country.

PSHCE :

- Exploring Resilience –

What does it take to become a world class sports person. Look at setting goals, commitment etc.

PE:

- Work collaboratively to create new games. Focus on how these will improve or test skills.
- Practice striking and fielding skills .