



English

Marcy and the Riddle Sphinx – Joe Todd-Stanton

- Plan their writing by discussing writing similar to that which they are planning to write in order to understand its structure, vocabulary and grammar
- Plan their writing by discussing and recording ideas
- Draft and write by composing and rehearsing sentences orally (including dialogue), progressively building a varied and rich vocabulary
- Draft and write by organising paragraphs around a theme
- Evaluate and edit by assessing the effectiveness of their own and others' writing and suggesting improvements or proposing changes to grammar and vocabulary to improve consistency, including the accurate use of pronouns in sentences
- Proof read for spelling and punctuation errors
- Read aloud their own writing, to a group or the whole class, using appropriate intonation and controlling the tone and volume so that the meaning is clear

Guided Reading: Stig of the Dump – Clive King

Mathematics

Number - Place Value

- Count in multiples of 9, 25 and 1000
- Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones)
- Round any number to the nearest 10, 100 or 1000
- Recall multiplication and division facts up to 12x12
- Solve number and practical problems that involve all of the above and with increasingly large positive numbers

Number - Fractions and Decimals

- Count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten
- Recognise and write decimal equivalents to $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$
- Recognise and write decimal equivalents of any number of tenths and hundredths
- Find the effect of dividing a one or two digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths
- Solve simple measure and money problems involving fractions and decimals to two decimal places

Measurement – Conversion

- Convert between different units of measure (for example, kilometer to meter; hour to minute)
- Estimate, compare and calculate different measures, including money in pounds and pence

Measurement – Time

- Read write and convert time between analogue and digital 12- and 24-hour clocks
- Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days

		Statistics - Solve comparisons, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs
Science States of Matter - To sort and investigate materials - To investigate gases and explain their properties - To investigate materials as they change state - To explore how water changes state - To investigate how water evaporates - To identify and describe the different stages of the water cycle	RE Islam Why do Muslims call Muhammad the ‘Seal of the Prophets’? - To explain what a prophet is - To identify Mohammed as God’s messenger - To describe the message Muhammad brought to the people of Makkah - To recall a story from Mohammad’s life - To make reference to the Qur’an in order to explain how Mohammad is an inspiration to Muslims	PE Handball - To develop passing and moving and play within the rules of the game - To develop movement skills to lose a defender and find space - To use space effectively to create shooting opportunities - To use defensive skills to intercept a pass and gain possession - To develop defending skills to delay an opponent and gain possession - To apply skills and knowledge to complete in a tournament Netball - To develop passing and moving and play within the footwork rule - To use a variety of passes to move towards a goal - To develop movement skills to lose a defender - To defend an opponent and try to win the ball - To develop the shooting action - To apply skills and knowledge to play games using netball rules
History Stone Age to Iron Age - To look at the timeline to show when Stone Age started and how it moves on to Iron Age - To explore how people survived in Stone Age by studying what they	PSHE Who are these people? - Supporting Friends and other people - Exploring different types of relationships - Stereotypes – reflecting on what we think about others	Computing Animation - To create a non-stop video by duplicating slides - Create animation using transition and animation effects (morph, motion paths, pulse, etc.)

ate, how they farmed and tools they used - To understand where Skara Brae and Stonehenge are and their importance to the Stone Age - To explore copper mining and its importance to the Bronze Age - To understand how and why hillforts were developed in the Iron Age	- How language can play a part of this - Understanding the difference between secrets and surprises - Protecting yourself against cyber bullying	- Taking and editing a screenshot - Animate individual elements of objects. - Create animated GIF files by animating pixels E Safety - Use technology safely, respectfully and responsibly
DT Juggling Balls - To investigate and evaluate a range of existing products in the context of a product analysis of existing juggling balls - To acquire a broad range of subject knowledge and draw upon disciplines such as mathematics in the context of using graphs to analyse existing juggling balls - To generate, develop, model and communicate ideas through discussion and annotated sketches in the context of designing a circus themed juggling ball - To select from and use a wider range of materials and components according to their functional properties in the context of choosing the filling for their juggling balls - To select from and use a wider range of tools and equipment to perform practical tasks (for examples shaping and joining), accurately in the context of	French - To learn key vocabulary for places in a town - To write, read and listen about places in a town - To learn about French Christmas traditions and key 'Christmas' vocabulary - To learn how to use the verb 'to want' in the present tense (1st person)	Music Exploring Feelings When You Play - To understand andante in a piece of music - To recognise and read simple notation - To learn to sing as part of an ensemble - To recognise minims, dotted crotchets, quavers, semi quavers and rests - To explore folk music and electronic dance music - To listen and respond to a piece of music - To understand duration, pulse, rhythm and pitch - To explore time signatures the 2/4, 3/4 and 4/4 and the key signatures C major and F major

shaping and joining a juggling ball - Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work in the context of evaluating juggling balls		
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