

**English** *Key Genres: Diary writing, persuasive texts, descriptive writing, stories, poetry, information texts.*

**READING** Key skills

- Secure decoding (unfamiliar words)
- Re-read for a range of purposes
- Retell some stories orally
- Discuss words & phrases that capture the imagination
- identify themes & conventions
- Retrieve & record information
- Make inferences & justify predications
- Recognise a variety of forms of poetry.
- Identify & summarise ideas.

**WRITING** Key skills

- Correctly spell common homophones
- Increase regularity of handwriting
- Plan writing based on familiar forms
- Organise writing into paragraphs
- Use simple organisational devices
- Proof-read for spelling & punctuation errors
- Evaluate own and others' writing
- Read own writing aloud

**GRAMMAR** Key skills

- Use wider range of conjunctions
- Use fronted adverbials – with commas
- Use perfect tense appropriately
- Select pronouns and nouns for clarity
- Use & punctuate direct speech
- Use apostrophes for plural possession

**Speaking & Listening**

- Articulate & justify opinions
- Speak audibly in Standard English
- Gain, maintain & monitor interest of listeners

**Art**

*Historical art & artefacts, David Hockney, portraiture*

**Key Skills:**

- Use sketchbooks to collect, record and evaluate ideas
- Improve mastery of techniques such as drawing, painting and sculpture with varied materials
- Learn about great artists, architects & designers

**Computing**

- Design & write programs to achieve specific goal, including solving problems
- Use logical reasoning
- Use sequence, selection and repetition in programs
- Understand computer networks
- Use internet safely and appropriately
- Use search technologies effectively
- Select, use & combine a variety of software to accomplish given goals and present information

**Mathematics** *Key Skills*

**Number/Calculation**

- Know all tables to 12x12
- Secure place value to 1000
- Count backwards through zero
- Use negative whole numbers
- Round numbers to nearest 10, 100 or 1000.
- Column addition & subtraction up to 4 digits
- Multiply & divide mentally
- Use standard short multiplication
- Select from and use a range of formal written methods in calculations

**Geometry & Measures**

- Compare 2D shapes, including quadrilaterals & triangles
- Find area by counting squares
- Calculate rectangle perimeters
- Estimate & calculate measures
- Identify acute, obtuse & right angles
- Identify symmetry
- Use first quadrant coordinates
- Introduce simple translations
- Data
- Use bar graphs, pictograms & line graphs.

**Fractions**

- Recognise tenths & hundredths
- Identify equivalent fractions
- Add & subtract fractions with common denominators
- Recognise common decimal equivalents
- Round decimals to whole numbers
- Compare numbers with same number of decimal places
- Solve money problems

**Design & Technology**

*Electrical systems, design and instrument, Healthy foods (soup)*

**Key Skills:**

- Use research & criteria to develop products which are fit for purpose
- Use annotated sketches and prototypes to explain ideas
- Evaluate existing products and improve own work
- Use mechanical systems in own work
- Understand seasonality; prepare & cook

**Geography**

- Use maps, atlases, globes and digital mapping
- Locate the world's countries
- Identity the Equator, Northern and Southern Hemisphere, and the Arctic and Antarctic Circle
- Locate and name the main cities in England
- Compare a region of UK with North America
- North America (In particular, the USA)
- Rivers and the water cycle
- Use fieldwork to measure and record human and physical features in the local area

**PSHE**

- New beginnings
- Getting on and falling out
- Going for goals
- Good to be me
- Relationships
- Changes
- Plus topic based PSHE

**French**

- Listen & engage; ask & answer questions
- Speak in sentences using familiar vocabulary
- Develop appropriate pronunciation
- Appreciate stories, songs, poems & rhymes
- Broaden vocabulary

**Music**

- Use instruments with increasing accuracy, control and expression
- Improvise and compose music
- Listen with attention to detail
- Appreciate wide range of live & recorded music
- Play and perform in solo and ensemble contexts

**Science**

**Biology**

- Classify living things
- Digestive system & teeth
- Food chains

**Chemistry**

- Changes of state
- The water cycle

**Physics**

- Sound as vibrations
- Electricity: simple circuits & conductors

**History**

*Walk Like An Egyptian*

- The achievements of the earliest civilizations.
- A depth study **Ancient Egypt.**

*Invaders and Settlers*

- Britain's settlement by Anglo-Saxons
- The Viking and Anglo-Saxon struggle for the Kingdom of England
- Changes in an aspect of social history

**Physical Education**

*Gymnastics, dance, athletics, OAA, fitness & health, invasion games, racket & ball skills, striking and fielding*

- Running, jumping, catching & throwing in isolation and in combination
- Play competitive games, modified as appropriate
- Develop flexibility & control in gym, dance & athletics
- Compare performances to achieve personal bests

**Religious Education**

*Understanding Christianity* – Gospel, Salvation, Kingdom of God

*Islam* – Muslim festivals and celebrations, beliefs, stories, The Qu'ran, the Mosque, Islamic art